



# SEGA SATURN

£2.75

MAGAZINE

ISSUE 6

APRIL 96

COMPUTER GAMES  
CARTRIDGE AND  
PC ENGINE VERSION**GUNGRIFFON****WIPEOUT****MORTAL  
KOMBAT 3**

PLUS! DARK SAVIOUR MAGIC CARPET DARKSTALKERS

PANZER DRAGOON 2 STREET FIGHTER ALPHA VIRTUA FIGHTER 3 TIME ATTACK COMPO

VIRTUA FIGHTER 2 GUIDE



I'VE GOT THIS EARLY MORNING ROUTINE.

PHOTOGRAPH BY ANDREW DODD

I CLEAN MY FACE WITH **OXY DAILY WASH**  
EVERY MORNING BECAUSE I DON'T WANT SPOTS.  
**IT CLEARS MY PORES** OF THE MUCK AND GREASE  
THAT CAUSES THEM. **SPOTS? OXYCUTE 'EM!**





go speed  
racer!



# SEGA SATURN

## MAGAZINE

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#### PLUS!

##### SEGA RALLY TIME ATTACK COMPETITION

Are you among the top ten rally masters in the country?

##### RALLY CHOCO PART 2

If not, consult the second part of our Sega Rally guide!

##### VIRTUA FIGHTER 2 MASTERGLASS

And if fighting's your bag, then look no further than this!

# SHOWCASES

## MAGIC CARPET

Converted from the classic PC hit, Magic Carpet is one of the most original, addictive, and visually stunning 3D shoot 'em ups yet seen on the Saturn. Six pages of strange incantations explain why this game is full of Eastern promise!

## GUNGRIFFON

Over a year in the making, Gungriffon arrives on the Saturn scene with an almighty thud, clearly stamping its slot-war authority. Screen-filling characters, plenty of hi-tech weaponry and more mayhem than you could possibly imagine!

## MORTAL KOMBAT 3

Sure, the PlayStation already has Mortal Kombat 3, but Saturn owners are about to be treated to the ULTIMATE version! Loads more blood, loads more characters and easily the best version yet!

34

## PANZER DRAGOON 2

Proving to be at least three times as impressive as the original, this sequel is one of the most amazing titles we've seen in a long time! Don't believe us? Turn to page 52 for further evidence!

52

## DARKSTALKERS

Fighting games are firmly flooding on to the Saturn at the moment, and this month Capcom unleash yet another beast on to the machine. Is this one the best yet? Read this six page feature to find out!

58

## WIPEOUT SECRETS

Due to hit the shops any day now, Wipeout just may prove to be the most challenging ever yet! We take you on a four page journey through the first three tracks, and unveil techniques for hogging those all-important speed ups. The first of a two-part series.

64

## COVER STORY:

### KING OF THE FIGHTERS '99

We take this Neo-Geo classic apart and unveil the dual cartridge processing system only available on the Saturn! Six pages of top beat 'em up action with news of that all-important UK release date!

28



## PRICE WAR IS ON THE WAY!

Just as we were writing up this issue, we heard that a massive announcement concerning the price of the Saturn was to be made in Japan. It turns out that the Japanese have decided to slash the Saturn's price to just 20,000 yen - that's only £24! It seems that the reason for this lies in the Saturn's PlayStation hardware battle, which Sega is winning by over 300,000 units. Sega now want to push Sony out of the market even harder with their aggressive pricing, and for the moment this seems to be working. The price drop is also thought to counter attack the Ultra 64 launch, where the machine is bound to come in at a very competitive price. Whether or not this will lead to a price drop in the UK remains to be seen - it's unlikely that we'll see cuts by the same proportion, as Japanese installers make no money on hardware sales at all. However, it seems a sensible strategy to boost Saturn sales, especially as they are beginning to catch up with PlayStation. In the meantime though, be satisfied that there's plenty of top quality Saturn titles on their way to UK gamers over the next month or so, all of which you can read about in this very issue. Plus, turn to page 98 now for an exciting announcement for next issue!

Sam Hollings

# VIRTUA FIGHTER 3... AT LAST!

The new character that Yu Suzuki and co have enticed the Japanese public (and the world) with has finally been unveiled! Previously, we could only see separate parts of the character in various press releases, but now the new fighter has made an appearance in full at the AGU show (we made a show in Japan). The new character is a Japanese female fighter named Ami Yuki (snow). She wears a pink and purple kimono with Satsuma petal patterns on it and holds a fan (which is not used in her attacks). A character profile hasn't been released yet, but there was a moving demo of the character at the AGU. She

showed some blocking movement, but it is hard to determine what style of fighting she will possess. Other characters on show, were Lau and Dara. Whereas previous VF graphics suffered from visible joining of the limbs, this time, the Chinese master looked like a real person with no blockiness whatsoever. However, it was Dara that stole the show. She'd looked identical to T-1000 from the T1 movie. The metal surface reflected the light from the surrounding backstage and can only be described as absolutely breathtaking. Expect to see loads more on VF soon!



Screenshot from the VFT3 CD disk. This could be the quality of VFT3 in NTSC.



Sarah hasn't been programmed in to VFT3 yet, but you can be sure she'll be appearing.



## Ice hockey VIRGINS

Sega's NHL Hockey was reviewed in Issue 1 of Sega Saturn Magazine, earning a respectable 88%. Ready to face off against it is Virgin's Power Play Hockey '96, an NHL approved game, featuring all the teams and stars are in there. Programmed by American biffies, Radical, this is shaping up nicely, using some breathtaking graphics and animation and featuring some very fast gameplay. What's more, it's being developed to accommodate six players simultaneously! Due out around June, there's still some way to go before we can really estimate how good it is, but look out for a preview in next month's issue.



# STOP PRESS! PANZER UPDATE

Perusing through the contents you'll no doubt notice our Panzer Dragoon Zwei showcase. The version we had was incomplete, lacking most of Episode 5 and all of Episode 8 and a couple of bosses. But as is often the way in the chaotic world of magazines, a complete version arrived in the office just too late to be included in the showcase. Not wanting you to lose out though, here's a look at all the missing bits.

## EPISODE 1:

In our original version of the game, Episode 1 was quite short. It still is fairly short but now there's a lot more action with more flying enemies especially. Episode 1 doesn't have a boss however and there are no plans to include one. Instead a cut-out sequence sees you moving between the claws of a giant monster that looks a lot like the boss of Episode 3.

## EPISODE 5:

Episode 5 is now complete and it looks absolutely stunning. Rather than lots of small enemies attacking, it concentrates on large foes which release a strange variety of projectiles. Including things which split into about a hundred other things, and then come racing towards you. Incredibly shapes come seeping out of the snowy landscape and climb about, unleashing spiky spheres which roll through the air in columns causing you to either dodge them or try and shoot them down. There's even stuff which bursts into firework trails. As for the boss, this is a black mushroom-type thing except with spikes and an odd kind of green hexagonal shield. Believe it or not. Anyway, it's bloody tough so be warned.

## EPISODE 8?

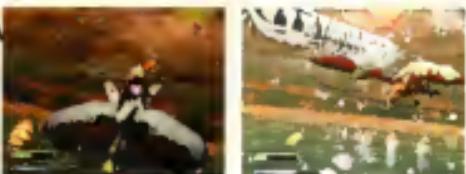
So is there an Episode 8? Well yes and no. There's not an official Episode 8 in the sense that when you beat the boss in Episode 7 you automatically go on to it. What we suspect though is that there is an 'exit stage' if you complete the game with a high percentage of shooting accuracy. We shall see.

## DON'T BLAME US, BLAME THEM!

You wouldn't believe the amount of phone calls we receive hounding us about SEGA's lack of them! PAF conversations, prices of games – just about everything that has anything to do with SEGA but sometimes we're just not the best people to talk to – after all half the time we're just as confused by decisions as you are. However, help is at hand with the all-new SEGA customer service line, created specifically to deal with all your queries and answer enquiries. The number to call is (0813) 998 9980. If you have a more specific enquiry just game related you can email SEGA directly on [segaonline@early-stage.co.uk](mailto:segaonline@early-stage.co.uk). They can't guarantee a personal reply for everyone, but all of your queries and suggestions will be noted.



Taken from the just-finished episode five. As you can see, there's a bit of a battle going on here.



Wow! That's a bit chaotic isn't it? Still we're not complaining – it looks absolutely ace. Look out for the review in just a few short weeks, folks!



## LORDY! IT'S GEBOCKERS!

Centuries to popular belief, the Saturn link-up cable is on the way, and to prove it here's the first link-up game! Gebockers is currently only available in Japan, although rumour has it that the title will be appearing over here in the next couple of months. The actual gameplay, predictably enough, consists of running about the levels, shooting at your opponent, and overall it's quite, um, average really. But, at least it proves that the link-up cable exists, although at the moment, there's no other titles which it can be used with. A UK release date and price for the peripheral is yet to be decided, although it's expected to retail at around £24.99.



## GUNSTAR HEROES FOR SATURN?

Rumours emerging on the internet suggest that Halcyon programmers Treasure are hard at work on their next Saturn title. There's no word from the firm themselves on what the new title will contain, but it's thought that a Gunstar Heroes follow-up, with a complete new game engine and new graphics, is on the cards. Well, we certainly wouldn't be complaining if this turned out to be true - more when we get to the bottom of this story.



*Gunstar Heroes on the Saturn? Great...*

*...it's gonna look loads better than this!*

## Fighting Vipers cheat!

The following code will enable you to play as the enigmatic Mithler on the new Sega Rivalries, Fighting Vipers. On the player select screen, push the start button down, and the joystick up and right/left. When the player select cursor gets to the right edge of the player select board, Mithler should be there, ready to be a selectable character.



*Not exactly useful, but also easy... After you've played the game 3d (yes 3d) times, the game's background changes according to whether you are playing it in the day or at night (predicted year).*

*Saturn's clock is programmed of course). Good, eh?*

## **Can you make split second decisions?**

# **Sorry, too late.**

One of the jets displayed on your radar screen is an RAF Tornado interceptor. Should it identify, engage or destroy its target? It's your call.



You're working so closely with the Tornado crew that you feel you're in the cockpit with them. Their lives are dependent upon the speed and accuracy of your judgment.

Because in a conflict situation there are no second chances. We're discussing the work of Justice Contractors - the crew of the RAF.

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This could be deep underground in an Ops Center.

Or at 30,000 feet on board a Sentry E-3D, the RAF's latest advanced warning aircraft.

Obviously, it's a job that demands nerve, skill and mental agility. However, we don't expect you to be super-powered from day one.

Which is why you'll receive six months of the most thorough training imaginable. Some you'll do on sophisticated modern simulation; the rest will do for real.

Until finally you'll find yourself thinking faster than you would have thought possible if

Controls, the time has come for you to make your first decision.

Contact your local RAF Careers Information Office or simply telephone us on 0148 300 300

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附錄五

本院根据《最高人民法院关于审理民间借贷案件适用法律若干问题的规定》第十七条之规定，裁定如下：

**HMV CHARTS**

Week ending 21 March



Title	By
1 E.T. Challenge	
2 West Arms	
3 Sega Rally	
4 Worms	Sega
5 Sea City 2000	Sega
6 Hung On	Sega
7 Virtua Fighter 2	Sega
8 Mystaria: Realms of Lore	Sega
9 Firestorm	Cube
10 Virtua Cop	Sega

**SATURN MAGAZINE CHARTS**

1	Sega Rally	Sega
2	Virtua Fighter 2	Sega
3	Wipeout	Sega
4	Gangsters	Game Arts
5	A-Team: Children of the Alens	Acclaim
6	Streetfighter Alpha	Virgin
7	Darkstalkers	Virgin
8	Magic Carpet	Balfred
9	Guardian Heroes	Sega
10	Virtua Cop	Sega

**READER CHARTS**

We want your chart! Send your top ten in to us at CHARTS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Three readers each month will be picked out of the bag, and will receive a brand spanking new Saturn game!

# MAKE YOUR VOTE COUNT!

Yip, it's that time again - readers. In May of this year we'll be announcing the winners for the Emap Golden Joystick Awards where top game companies are recognised for their best efforts in 1995. As ever, the majority of decisions for category winners are made according to reader votes. To vote, all you have to do is fill in this form (or a copy of this form) and send it in to us. There's ten sub-categories to SEGA SATURN MAGAZINE up for grabs for taking part so don't delay! Entries must be received by March 30th and should be sent to GOLDEN JOYSTICK AWARDS, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

**BEST ADVERTISEMENT**
**32-BIT GAME OF THE YEAR**
**LICENSED 32-BIT GAME OF THE YEAR**

(eg. TMNT)

**BEST CONSOLE DEVELOPER**
**BEST GAME MUSIC**
**BEST TECHNICAL INNOVATION**
**SOFTWARE HOUSE OF THE YEAR**

# VIDEO'S UP FOR GRABS!

Here at Sega Saturn Magazine, our generosity knows no bounds and just to prove it, we're giving away a bunch of videos simply because we're in a good mood. Five sets of four videos are up for grabs, all from Hammer's Beyond Vision and Terror Vision range. This quartet includes Rollerball, the sci-fi classic starring the grumpy James Caan; two Hammer classics in the shape of Frankenstein and the Hammer from Hell and Frankenstein Must Be Destroyed, both starring the late great Peter Cushing; and The Outer Limits: Volume 6.

Which features the story 'Soldier' which was the basis for Terminator? We can hear you chomping at the bit already so without further delay, here's the question: Who's the captain in the movie 'The Hunt for Red October'? Send your answers to WARNE VIDEO'S COMPO, SEGA SATURN MAGAZINE, 30-32 FARRINGDON LANE, LONDON EC1R 3AU by April 30th.


**H. SATURN PRICE CRASH II**

We offer you some of the best prices in the Saturn market. All games are £19.99 or less. Use this column to compare against your local Saturn store and see if you're getting the best price available.

SEGA SATURN INDEX	SEGA SATURN INDEX	SEGA SATURN INDEX
1 E.T. Challenge	£19.99	Final Fantasy VI
2 Virtua Fighter 2	£19.99	Sega Rally
3 The Outer Limits	£19.99	Death Race
4 Wipeout	£19.99	Sega Rally
5 Virtua Cop	£19.99	Amesys Persona
6 Darkstalkers	£19.99	Sega Rally
7 Magic Carpet	£19.99	Sega Rally
8 Guardian Heroes	£19.99	Sega Rally
9 The Outer Limits	£19.99	Sega Rally
10 Virtua Cop	£19.99	Sega Rally

Please add £3.95 postage and packing per order.

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For Saturn Games call 01908 401772, 01752 240000

# OVER YOUR SHOULDER THROUGH YOUR LEGS **IN YOUR FACE**



"Total NBA is one of the best games to appear on the Playstation machine so far, if you don't buy it you will be laughed at by small children on the street." — Game Pro.



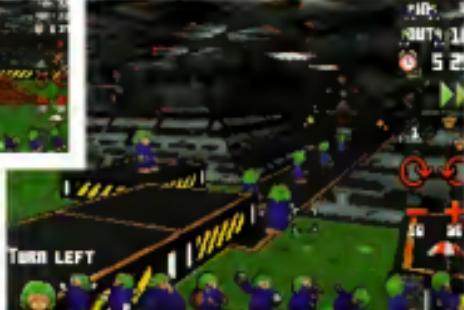
# IN DEVELOPMENT

Usually, news of game development is a bit quiet at this time of year, as most software houses have just about recovered from Christmas and are thinking about their summer releases. But, development news for the Saturn couldn't be better at the moment, with almost every software company preparing to release something on the Saturn. There's more quality titles on the way too, with games such as Need for Speed and Space Hulk Saturn-bound sometime in the early summer. And of course in the meantime, there's even more Psygnosis titles on the way too!

## 3D LEMMINGS

**H**ave you thought that you'd seen the last of them when they appeared in Lemmings on the Megadrive that they're back! And this time they're in 3D.

Actually it's not that exciting really is it? Lemmings are creatures that you either love or hate and whichever way you still love to hate them. But you've got to hand it to them; they've certainly managed to get themselves on the spotlight over the last couple of months and have managed to chew out a fairly successful PlayStation title too. And of course, as you've probably guessed by now (actually we did announce it in a previous issue of SSM), the PlayStation version of Lemmings will appear on the Saturn within the next couple of months. Yes, there's not much else to say about it, really seeing as this is bound to be a perfect conversion. But it will feature loads of puzzles, not to mention some mind-bending, hair-pulling gameplay. Can't wait, can you?



Because this is in 3D, you can view the action from any angle, so first you'll have to learn getting the lemmings back alive involves exploring structures in their entirety.



As well as the usual digger, blocker, builder and so on, 3D Lemmings comes with a couple of new ones for the very volatile missions. There's a hover which changes the direction in which they move and "virtual lemming" which lets you analyse a puzzle through their eyes.



# DISCWORLD

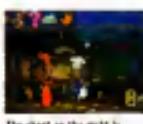
No doubt you will have already heard about this one somewhere down the line too, as it's already appeared on both the PC and the PlayStation. Featuring the talents of novelist Terry Pratchett combined with the comedy genius of Eric Idle, Discworld is an adventure game played out in the fantasy world of the disc-world novels.

Based heavily on the Discworld series of novels, the game takes most of its influences from point-and-click RPG games (more popular on the PC than on console). There's no overall quest to complete (we are dealing with creative types here) but one of the tasks you'll have to complete is ridding the town of a rampaging dragon. But that's just the tip of the iceberg. After locating the dragon you'll find much darker deals afoot, with secret cults working in the town who are planning some extremely dastardly doings.

Although this is still very deep in development, it's pretty safe to say that the final result will be exactly the same as the original title, and should prove to be a popular game for the Saturn - the PC version won numerous awards for its innovative gameplay. More news, or even a preview, next month.



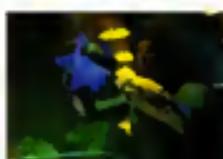
Raucous prepares to shuffle on to the platform.



The chest on the right is Rascouc's inventory.



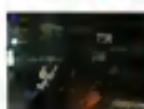
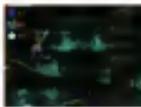
# SKELETON WARRIORS



IN DEVELOPMENT TBA BACK EASTER TBA

This was featured in last month's news section, where we stated that although the title is almost finished, it may never see a UK release. Why? Well, it seems as though it's a tad on the obscure side for most UK gamers, but fear not, we reckon that someone will snap it up any day now.

Anyway, Skeleton Warriors will be released by Playmates in the US and while it may boast an impressive death计器 (level), the majority of gameplay is somewhat traditional with the exception of levels revolving around a traditional scrolling beat 'em up title. As mentioned previously, there are some nice graphical touches in the levels, including scaled baddies and the likes, which a great throughout the game. However, with much more innovative products on offer, it's difficult to say how successful the title will be over here. It should be out on import within the next couple of weeks, and we'll keep you posted on news of a UK release date.





IN DEVELOPMENT

# SPACE HULK

SIM...EA

RELEASE SUMMER

Yeah, yeah, so Doom won't be out on the Saturn for a few more months. But there's nothing we can do about it, so you'll just have to wait. But there is an alternative - Space Hulk. This title is currently receiving loads of attention for its in-depth play and hyper-gory visuals and will shortly be available on the 3DO and PC. Fortunately, it's being converted to the Saturn too, and a playable version will be ready within the next couple of months.

Set in the 40th century, humans have reached the furthest depths of the galaxy and have colonized many different planets. Naturally this means that they've had to eliminate alien life forms too. For the most part, this has been handles very well, but there's always one race that's bound to rebel, and naturally it's the humans who have turned against their masters first.

Therefore, this means that someone is going to have to go and sort these out. And this task has been assigned to you, the warrior, who'll have to use the well-aimed lead single-handed and rid the world of every last ark. You'll be in space, gone by the bucketload and some very tense, atmospheric shooting at loads of intricate levels.

With the entry of this arrival plus the impending release of Need for Speed: Riptide on V-Sat, Electronic Arts are finally making an effort to get into the Saturn market. Anyways, more news on this one next month when hopefully we'll have a Saturn version to show you (the shots here are taken from the PC version).



He's cool, he's bad and he doesn't like humans very much. See the Space Hulk shoot 'em up action!

Space Hulk is likely to be the first of the first-person perspective Masters on the Saturn. Be it fast though in Alien Trilogy.



# OVERKILL

**A**fter hastily retreating from the Sega market sometime last year, Konami seem to have had a change of heart and in addition to agreeing to publish one more title as the Magazines, they've agreed to publish on the Saturn too. Luckily unlike their last game, Panzer Dragoon, this is a complete new project for the company, although it will appear on the PlayStation first.

Overkill is a 3D shooter which poses the question "Is violence any good?" To which the obvious answer is "yes actually". As part of a special forces team you have been hired in to rid the environment of nasty enemies with the help of some heavy machinery.

Although there's not much to see on the game at the moment, the final product should be a top party of blood and gore and if past Konami releases are anything to go by, it will be pretty innovative too. However, with most of the development taking place in Japan, it will probably be a fair few months before we get to see any actual code, but as the Japanese version won't be changed for us blood fearing Europeans, PEGI conversion time will be as short as possible.



Plenty of guns, plenty of baddies and plenty of dead bodies await the player in Overkill.

# NEED FOR SPEED



Learn to drive the easy way with this one driving simulator. \$39.99 MSRP



Bottle learning to drive is real life. Need for Speed doesn't your instructor sitting in the passenger seat smoking about 100 cigarettes in the space of an hour.



**W**in the heavy-duty console war that's going on at the moment, it's probably fair to say that lesser machines have lost out somewhat. The 3DO is a particular example, and while it has had some great titles in the past, has been overshadowed in recent months by both the Saturn and PlayStation.

But that's not to say that there aren't any titles on the 3DO that are worth writing on the Saturn. In fact, developers Electronic Arts have decided to convert a whole bunch of 3DO titles over the coming months, with the excellent Need for Speed heading the pack. This has probably been one of the most successful 3DO titles to date, achieving gold status from most multi-format magazines.

However, unlike the raffish and Wipeout's of this world, Need for Speed is actually a driving simulation so just putting your foot down and hoping for the best just won't work in this game. You can still reach some pretty high speeds though, and the pit stops can be absolutely horrific.

There's been no word of an exact release date for the title, although work has already begun on the Saturn conversion - it should be a fairly straightforward process as it's unlikely that EA will make any real changes for this version.

# IMPACT RACING

**B**ikes today, herb. All they want is fast cars, fast women and the glitz high life. Or so JVC would have you believe if you took their Impact Racing game seriously.

Already released in Japan under the title Wangan Grand Head, we don't really expect to see this released in the UK. But JVC think that it will appeal to a certain type of gamer over here, but seeing as it features busty babes with not very much on, we think they're missing the "physique" in beauty factor.

Anyway, Impact Racing is a car racing game, so theory not dissimilar to Sega Rally. You get to choose a navigator [one of a variety of scantly clad gals] and they will inevitably guide you around one of the many courses on offer.

It has to be said that graphically, this doesn't measure up to the might of Sega Rally, and even at a novelty product it doesn't really offer anything we haven't seen before - except for a square of encouragement from chosen girlie. But with racing games more popular than ever on console, it could prove to be fairly successful, especially as it will no doubt be released during the quiet summer months.



We repeat. You girls work hard play hard you bairns and drive a fine saloon!

# COIN OPERATED

With *Manx TT* barely out of the warehouse door and on the streets, you'd think that this would be a fairly quiet month for Sega. Think again though, this month we can bring you news of six projects that the Japanese have on the go - among them the eagerly-awaited *Sonic* game!

## AM3 UNVEIL NEW ARCADE TITLE - LAST BRONX

**R**ecent to the Japanese press at the recent ADU (arcade show), this new AM3 title employs the Model A board, and looks set to further enhance Sega's reputation as the best coinop developers in the world.

Set some time in the decade in Tokyo the title spotlights gangs of youths who roam the city at night in search of violence and corruption. However the leaders of each gang have decided to face one another in a battle for territory instead of their followers fighting little skirmishes across the city. Who will control the capital at the beginning of the 21st century? Well that's down to you and your fighting skills, buddy.

Anyone who's been to Tokyo will recognise some of the buildings featured in this game - in fact Sega took great care in recreating Tokyo for the game's back ground. The designers have also sought to bring realism to the characters by making them wear present day street fashion in Japan.

The control method and the rules for this particular title haven't quite been decided yet, except for the fact that each fight will take place inside a closed off ring so a win can only be achieved by KO. The game will feature 8 characters, all wielding weapons such as torpedoes and nunchucks. More on this one as info arrives - there's no word of a UK release at the moment.



## SONIC GAME UPDATE

**W**hile the details of AM3's new fighting game, *Last Bronx*, is pretty vague, information on the new AM3 title is flooding in. The new *Sonic* game will employ the same control method of the successful *VS* series (utilising a joystick and three buttons in which to take your character into battle). AM3 have also stated that there will be nine characters featured in the game. Alongside *Sonic*, there's *Tails*, *Knuckles*, *Amy Rose*, *Frog*, *Bapla*, *Metal Sonic*, and *Egg Man*. "That's only 8" I hear you cry, but don't worry. The ninth fighter is an all new *Alpha* character. At this moment the programmers are considering whether to provide this new fighter with realistic animation as in *VSA*. More details next issue.



Sonic can't fight Amy Rose! She's supposed to be his girlfriend! Bob does, this could all turn out to be a bit dodgy

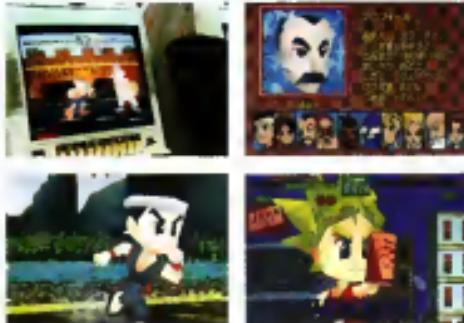




# VIRTUA FIGHTER KIDS MAKES PROGRESS

**A**s VF Kids is aimed at the younger generation of gamers, there's plenty of departure from the traditional VF gameplay – and AMs recently revealed some of these to the Japanese press. For a start, there will be "hit marks" after you hit your opponent, similar to the marks seen in 3D titles such as Street Fighter. Contrary to our report in the March issue of *SEGA SATURN MAGAZINE*, the game will be made using the ST-V board. A conversion to Saturn would be very straightforward and has pretty much been confirmed. In a recent interview with the VF Kids chief, Mr. Chieki Okamoto said that the Saturn version will have extra modes from the Arcade version plus an opening and ending movie for each character.

Sega predicts that this latest addition to the VF series will be a great success and the merchandising for the title (a soft toy for each character) is already available. It's certain to go down a storm in Japan.



## AND THERE'S MORE...

**R**emember Track and Field? How about Daley Thompson's Decathlon on the Spectrum? Well, forget all that rubbish, because Sega are offering an all-new arcade sports game entitled Decathlon. Obviously, it features all ten sports from the decathlon event and can be played in either single or two player mode. The game has the same control method of previous decathlon titles where repeated button pressing will make your athlete do the moves. It also features several angles from which to view your athlete, clearups, a two player option and a play back feature. News on a UK release date soon – along with essential Saturn conversion details.



All-new Decathlon came-up – coming to Saturn in the autumn!



## VIRTUA COP 2 FOLLOW UP

**A**fter the huge success of their previous two gun-based games, Virtua Cop 1 and 2, Sega have decided to release yet another. However, this time, there's no appearance from Range and Smarly, and what's more, you're not even a police officer. No sir, you're a crew member of the Gunblade helicopter, part of the Special Air Attack Force. Gunblade and his crew have been assigned to take out the terrorist force that have taken over the UN General Assembly meeting in New York. The terrorists have taken the world leaders within the UN and the many citizens of the city as hostages and are making unanswerable demands of the international community. In a real-life situation, the NYPD would suffice, but these terrorists have an advantage – they have android soldiers that were developed in the next step in military technology. The fate of the world rests in your hand!

The machine itself is a dedicated cabinet made on the Model 2 board but is different from previous shooters as it comes equipped with recoilable gun! When set to recoil, the gun will kick back giving the player a impression of controlling a very powerful weapon. Another feature that makes the game different from the Virtua Cop series is that you don't have to reload. So no more agonizing deaths as you stare at the enemy while frantically trying to reload your gun. However, one feature that has made it into this latest Sega game are the barrels and the abandoned cars that can be used to clear a cluttered screen of enemy characters. Gunblade is also the first 3D shooting game to feature enemies with Artificial Intelligence. What this will do to the game's playability remains to be seen but this new development is certainly very interesting.

At the moment, only two missions have been outlined.

### Mission 1: Release the UN Headquarters from the terrorist siegel

This mission is designed to let the player become accustomed to the game's features and controls. Scene 1 requires the player to attack a batch of terrorists at the famous Times Square.

### Mission 2: Fly amongst the tall buildings of near the Rockefeller Center whilst destroying a floating air fortress

However, expect to be hearing much, much more about this title in coming months, plus details of special test sites sometime in early summer.





PREVIEW

BY ACTIVISION

STYLE ADVENTURE

RELEASE APRIL

The original *Alone in the Dark* only appeared on the PC. It's sequel though has already appeared on the PlayStation and now it's due for release on the Saturn. But the big question is: who's Jack?

**J**ack is a pirate. An immortal pirate in fact. And not a very nice one either. So nasty is he in fact that he's destined to kidnap a small child and drown her away on his ancient galleon ship which is moored off a bit of California coast known as Hell's Kitchen. To complicate matters, a private detective has come sniffing around the mansion next to it and promptly found himself involved with the Fisher thumbs to a malevolent goblin and femme fatale. Now another Private Dick, Edward Carley, enters the scene, and with an explosion that blasts open the gates of the mansion this melodic RPG kicks off.

If you know nothing about the original *Alone in the Dark* don't worry about it because this is a story in its own right. It's essentially a mixture of

**...ALONE IN THE DARK 2 CONTAINS SOME VERY COMPLEX AND CHALLENGING PUZZLES THAT REQUIRE EXTENSIVE EXPLORATION AND NOT A LITTLE LUCK AND PATIENCE.**

traditional RPG and adventure game that sees Eddie moving through golden realms, dingy corridors and creaking ship cabins, occasionally stopping to check his inventory, shoot one of Jack's henchmen or admire the fine cut of his suit.

A lot of care has been taken to invoke atmosphere in *Alone in the Dark 2*, something that makes itself felt in all the atmospheric camera angles and the dedication in the depiction of the game's decor. Behind this impressive veneer, *Alone in the Dark 2* contains some very complex and challenging puzzles that require extensive exploration and not a little luck and patience. All important clues are dotted about the place, be they newspaper cuttings, old photos or mystical books that speak of immortality and the powers of evil. Your ability to use combinations of perhaps inventively is also tested. Say for example a door is locked with the key on the other side eh? Well, no longer as you've got something to



the end of mysterious characters hurt among the grounds of the mansion at Hell's Kitchen. Trust none of them!

poke the key out like a pipe cleaner say and a sheet of paper to shove under the door and catch it you've got the problem solved. It gets much tougher than this though so you can expect plenty of wandering back and forth in search of the missing link.

Edward Carley isn't the only character players assume the role of in *Alone in the Dark 2*. As you progress you also find yourself in control of the kidnapped child Grace at certain points in the game. Naturally this enters a different approach to the action giving up strength and aggression but finding in its place an innocuous body capable of fitting into tiny spaces like dumb waiters.

*Alone in the Dark* is almost finished and it looks as if the conversion is more or less identical to the previous versions.



Edward faces his first enemy after plowing his teeth at the gate to get into the mansion. Who he kills this guy he picks up a Tommy gun and never uses.



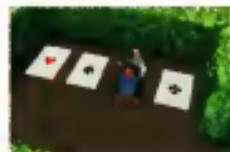
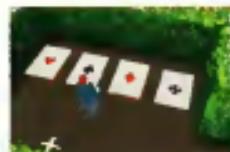
This is where the story begins. Edward Carley is dropped off at the mansion where he has to locate Miss Grace Sommers, track down Jack and bring freedom to the universe. Meow.





# ALONE IN THE DARK 2: JACK'S BACK

*Infogrames paint it black with their new RPG.*



These statues of the Seven guard the maze which Edith has to crawl through in order to get inside the mansion. Standing in her way though are two of Jack's henchmen. Blast 'em with the Tommy gun.



A bony hand is revealed at the window. *Alone in the Dark* makes use of cinematic lighting techniques to give things a bit of a movie feel to them. We'll take all the moaning you have.

BY	SEGA
STYLE	RPG
RELEASE	TBA

# Y

ep, this one is going to be big. No two ways about it. From the moment the first pictures were released in Japanese magazines absolutely everyone went RPG crazy. And since then, although Climax haven't released much more of the game's code, the games playing public have been absolutely gagging for more pictures of the title. And although Sega have had a tradition in the past of not releasing RPGs over here due to their somewhat obscure nature, they will definitely be releasing Dark Sector in the UK. Unfortunatly it will be some time after the Japanese version as the amount of text needed to be translated is staggering.

However, despite the enormous amount of 'stay' which the game employs, we still managed to find out the general gist of what's going on. Here

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some reason you [the hero of course] are called in to guard a ship with a monster on board. Unfortunately, this triflula-like scene breaks loose and devours one of the rough-looking sailor boys. Now it's up to you to reacquaint the monster. But first you'll have to find him. And let me tell you, this ship is pretty darned big - bigger than any ship we've seen before anyway. Plus, the monster has disappeared leaving a trail of destruction behind him, at

Even though the Saturn has been out for well over a year in Japan, developers are **still** making RPGs that are more suited to the Megadrive more than anything else. In fact, maybe some of them were created for the **16-bit** in the first place. But, that's no excuse, is it? Just as well, then, that **Climax** have developed the **first 3D adventure** to be seen on the system.

the same time blocking many of the paths that a hero would normally take when pursuing a particularly cross monster.

Of course, all this path blocking and menu fine-hacking means that there's a heavy puzzle-solving element to the title, and it's the part of the game play that has currently been programmed in. There's no enemies to face at the moment, so unfortunately we can't bring you any pictures of the hack-and-slash tech-nique of our young warrior, but we can say that the pre-pre-pro production version of the game is looking mighty impressive.

In addition to the novel 3D perspective of the game, there's also a unique control mechanism for the proceedings; it's possible to change the view in four directions, giving you a different 3D angle - particularly useful when parts of an area are obscured by scenery. It's also possible to sweep an area from top to bottom and side to side, so that more of the immediate play environment is revealed. This makes the game much more innovative than the traditionally run-around-eating RPG, and of course it's another feature that puts it at the top of the eagerly awaited games list.

Although this will be out in Japan within the next month, it's unlikely that it will do very well on the import scene, simply because the amount of Japanese text will prevent even the most ardent RPG afficionado getting very far into the game. However, why not, because Sega have signed the game up for release in the UK for the early summer months. And we'll be bringing you updates on the title's progress as and when new versions arrive.



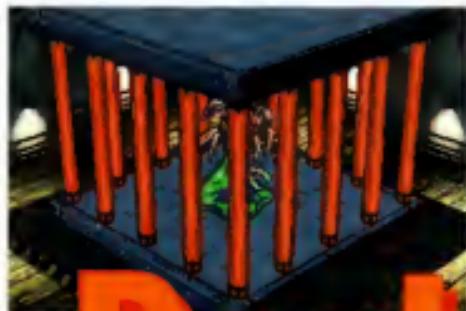
**Emergency!** Hero required in the **darkness**. Immediately! Be sure to sleep in this game, boy.



**Displaying how the choice of 3D perspective works while playing the game. Simply tap which direction you're after on the joystick, then watch as the camera swivels around to the part of the screen you selected. At this moment, the screen returns to its original position when you take your finger off the joystick.**



"Uh-oh, I'm in trouble... We have no idea why the soldiers had the need to transport this one... Perhaps it's for scientific purposes.



# Dark Saviour

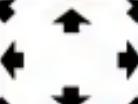
*Bringing a new gameplay style to the RPG!*

## AH! IT'S ALL BECOMING MUCH CLEARER...

Switch a number of different angles which the game can be viewed from – to use them requires little more than a tap in the right direction on the joystick. And here's all the angles you can choose from:

There's the 3D angles –

And the sweeping the area angles too!



Look! It's the tell-tale muscular thing that must be captured! Doesn't look very hard, does it? But it is. Why, it demands a whole salar in little more than a morsel of meat at this very moment. It's going to eat every member of the crew unless you do something about it...

UR

GRENNA

STYLE

SHOOTING

RELEASE

MARCH/APRIL

**L**ock 'em up and throw away the key, that's what I say. Or better still, string 'em up! Yes, that's what they deserve those soam sucking criminals. I don't know much but I know that life she old mean life. Not fit to walk our streets tell ya. To have the audacity think they could get away without paying their TV license! Burn 'em! Burn 'em! Inhuman lethal inject! Hand human lethal inject! But first thing first, before we go exterminating deviants in the name of a shiny future, there's still a huge and burdensome prison population to deal with. Only one thing for it. Organise a tiny detention planet and then jettison the lot of them into space.

### CAUGHT ON AN ISOLATED PLANET DOING SPACE BIRD, SIX INMATES HAVE DECIDED TO TURN DOWN A BOWL OF COSMIC PORRIDGE IN FAVOUR OF THEIR FREEDOM.

If only it was that easy though. If loaded is anything to go by, such a policy is a recipe for disaster. Caught on an isolated planet doing space bird, six inmates have decided to turn down a bowl of cosmic porridge in favour of their freedom. The justifications put forward by this marauding band of set wrongfull imprisonment and revenge on FU II, the abstruse character who framed them:



Mammal is called mammal because it's the only word he's capable of saying. His actions however speak louder.



We wanna be free! We wanna be free to, to do what we wanna do! And we wanna get loaded. And we wanna have a good time. And that's what we're gonna do.

Should you ever need evidence of the way confinement wages those r'inters, look no further than this perverse scroti. Mammal is a huge, blubbery guy in a nappy. Cap'n Hamm comes welding a pair of arachnid pistols. Hatch has a fondness for women's dresses. Rounca is... well, every bit as psychotic as a bouncer, blox is a tank girl named funk gura, and Frank is not that far from losing the first letter of his name. Despite these bizarre idiosyncrasies, they each share unlimited aggression and unlimited firepower.

Cue then, the perfect backdrop for a stop-down 3D shoot 'em up that sees our heroes moving through rooms, corridors and prison wastelands blasting their way out of anything that dares move a hair follicle. There are keys to collect along the way, accessing new areas and bringing them closer to escape, and naturally there are a multitude of pickups available that improve their energy and armaments.

And that's loaded, although we mustn't forget to mention that it utilises some brilliant graphics (every bit as impressive as those seen on the PlayStation) and moves at a breakneck speed making it the ideal game to vent all of those everyday frustrations on.

There are still a few levels to be completed and the programmers are tweaking it to make it even faster, but going by what's already in place, loaded looks set to be a great success. Expect the explosive review next month.



You demolished her fully powered-up laser gun. Admitting a little mortality, one of the things that makes loaded so attractive is the splat of bodies over the floor when you've utterly pulverised them. This points to the 'bone' from the 'pulp' style action which is always fast yet simple enough for you to plug it when you're utterly smashed!



Cap'n Hamm goes hunting with his plasma. He is in fact a cyborg pirate who is more meatless than man. So don't expect too many human sympathies from him.



At the moment the only playable level is the first one. All the same, it looks fantastic, what with some grand lighting et al.



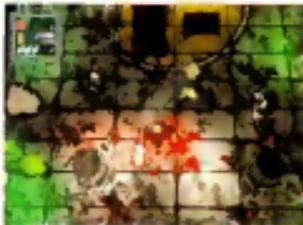
Some of the admirable light-searing blasts with the splatters of blood. Lemme!





# LOADED

*Gremlin bring their blaster to the Saturn!*



Above we see Fawkk's bipedines leaving trailers in action. They will remain walking around until they kill something.



## YOU'RE SO SPECIAL

Each of the characters in Loaded comes with their own life bomb. This is a unique apocalyptic weapon that blasts every enemy on the screen into cosmic oblivion. Using all of the 32 bit power we offer there are stunning to watch and refreshingly original. For example, Mammra uses a Weebie bomb that sends one whole screen rippling. Von unleashes an elegant spiral bomb, and Fawkk sends out an army of horning tiddies to fluff up any foes approaching!



I see the future...I see babies giggling, I see fluffy animals dancing, I see love and happiness, but also I see...



Fortunately for our heroes there are plenty of pick-ups around that replenish their health.



...poof! Bigg: explosive! Death! Mayhem! Carnage! I see struggle and desperation! And that's just in Loaded.



Hey! Who's that? They're not in the game! Poof will recognize them as Pop Will Eat Itself. They have in fact contributed a song to the game and, hey, it rocks you know! Really damn rocks off! Grrrrrrr!

# letter



## WOTCHA BADNIKS, IT'S THE SEGA SATURN MAGAZINE Letters Page AGAIN!

Remember that we have to hear from all the readers of our magazine, no matter what you've got to say. Wondering what the exact dimensions of the packaging for *Titan Wars* are? Then drop us a letter and we'll throw it in the bin but we won't print any old rubbish you see, but it's still good for a laugh. Anyway, if you've got any old rubbish lining your brain, capsule it onto a piece of paper and send it in to DEATH TO FALSE METAL MARSHAL, SEGA SATURN MAGAZINE, PRIORITY COURIER, 36-38 FARRINGDON LANE, LONDON, EC1R 3AB. There's a full-size inflatable *Robotnik* for every member of the *Brutal Kavatza* tribe who writes in with some red hair dye made from plants.

### BAZOOKATONE "CRAP" BOMBSHELL

#### DEAR OFFICIAL SEGA SATURN MAGAZINE,

Congratulations on having the courage to rubbish Johnny Bazzookatone in issue 4 of your estimable magazine. My only criticism of your review is that you slipped up on the rating. Surely you meant to give it 95% and not 51%?

Occasionally I'll buy a game after seeing one review of it, and I almost did just that based on what GamePro magazine had to say about the PlayStation version. They loved it and gave it 90%. Hmm, I'm glad my local video store rents out Saturn games and I only had to pay £3.00 for a couple of nights of playing this garbage! What were the playtesters doing when they were supposed to be evaluating this particular title?

Perhaps the reason for my disinterest with games in general at the moment stems from the fact that I should imagine I'm impatient as most people when it comes to waiting for new exciting and challenging games to be released. It saddens me to see that all the developers seem to be interested in is pumping out beat 'em up after beat 'em up. I don't mind seeing the same type of games released, but has there been anything new on the beat 'em up scene since they turned into 3D polygon affairs? Now we seem to be going backwards towards 2D Streetfighter efforts, and money spent on bringing us these old style games could have been spent drumming up something new, something that makes our 32-BIT wonder consoles behave like they really are the latest step forward, not a step into the recent 16-Bit past.

Sega Rally Championship is undoubtedly the best game for the Saturn to date, and when it's joined by Virtua Fighter and Destruction Derby the Saturn will have a really decent set of games in its stable. These games, while all featuring a driving/racing theme are different enough to make it worth buying them all. It proves that even if developers can't think of a new game genre they can at least come up with different style of game within a genre.

Tim Kang, Morelock, Norfolk.

Well Tim, it seems you've solved your own argument there. X-Men and Virtua Fighter are both groundbreaking titles within their genre, and have about as much in common as Italy and Wimbledon, which is precious little. Games are progressing nicely at the moment, and the current re-workings of popular niches are generally of a high standard. You'd never handle the number and size of sprites found in X-Men or Alpha with a 16-BIT system. And remember, you don't have to buy any games you don't like. But we know where you're coming from Tim, and we like it.

### I AM A THIEF AND A SCOUNDREL

#### DEAR SEGA SATURN MAGAZINE,

Being the proud owner of a Megadrive 1, Megadrive 2, a 32X and a Saturn and because I've been reading games mags for several years now, I thought I had enough inspiration to write you a letter.

First let me explain why I own two Megadrives. What I haven't mentioned yet is that I also own a copybox. And because I'm not proud of that, I thought I shouldn't mention it in a sentence starting with "I'm the proud owner...". Anyway, I've got a Megadrive 1 to play games on my copy box and a Megadrive 2 for my 32X so I don't have to switch all the time. So why am I not proud about owning a copybox? Well not because it's immoral or something but because it spoils the games you play on it and that ones game-playing capabilities just think about it - do you enjoy a game more if you bought it with your hard-earned money or if you copied it after renting it?

When I first got my Megadrive six years ago I used to buy games and play them until I dropped. As such I used to be very good at them. After I had bought a copybox I played newly copied games only for a couple of days and then the interest waned off. Only after getting a job for Christmas a year ago (yes I know I'm a spoilt git, but I'm not complaining) I actually started to play games again. And after buying a Saturn last August I've become the games playing freak I used to be again.

Having just mentioned the 32X brings me to another subject people dragging the machine off. Admittedly the machine isn't as powerful as the other Next Gen machines but it's much more powerful than we have seen up till now. It doesn't really matter because it's the games that count and the 32X boasts some fine examples: Doom, VI Deluxe, Star Wars: Return of the Jedi, Charlie, while not quite amazing in the graphics department are

all great games. It's just a pity there haven't been more of them. But then again it's the people dragging the machine off to blame for that.

People like that obviously aren't familiar with the two "inception" most important laws of gaming. These are: who gives a damn about the graphics if the playability is great; and it's the games that count, not the specifications of a machine. I'm even looking for a 32X with a couple of classics before it's lost forever.

These two "laws" are the main reasons I've chosen to buy a Saturn and not a PlayStation. I must admit that I too was fooled by the PlayStation bus which swept through Europe and to some degree still does. However I used my insight of the games industry, which is obtained by reading games mags and resisted Sony's campaign. Now I and many others cheer and PlayStation owners weep, because the main reason to buy a PlayStation are *Pac-Man* games which are now coming to Saturn. Finally people are beginning to understand that Saturn is a fab machine. Still, I'm happy Sony entered the games arena. Infra-red? Sega



Here are some pictures of games. You might not think this is particularly relevant to a letters page, but one of the letters is about them. So sue me.

games became very lame [What a good rhyming sentence – SSM] indeed after Nintendo was beaten in the 16-bit battle. Now after the arrival of PlayStation and Nintendo 64 due, Sega's games have improved umpteen times. Even Sonic is back on track, with two new games!

This brings me to another subject. Am I the only one to think so or have Sega destroyed the great things about Sonic? I mean at first Sonic and later tails were drawn the way they should be simple. Just as Mickey Mouse has been for all these years. This was the best thing about sonic on the boxes of Sonic 1 and 2. You'll see he looks much better on Sonic 3. The same goes for the graphical style of the first game is colours, not too much foreground icons; neatly defined square platforms and play area and good looking colour schemes; great not the fuzzy rough attempts of the rest of the series. I know Sonic has to be updated every time, but they should have done it in a different way. This is not the only reason I like Sonic 3 best, while a huge play area is supposed to be great I found it off putting. In every game but the first there were areas which you would almost never see, whereas in Sonic 3 you could develop a path to get all the rings in almost every act. In fact, this is what Sonic is all about: ring collecting! I know what you've said about Sonic 2 & 3 but also counts for Chester, but he is largely made up by the original control method.

One final thing, why do all mag often consider 3D games outdated? I think the new sort of games Next Gen machines offer are a welcome addition to existing genres, not substitutes.

Anyway congratulations on your excellent mag say hello to every staff member for me and keep up the good work!

SSM, Dordrecht, The Netherlands.

This is possibly the longest letter we've ever received or printed, but it brings up some salient points. Copying, like smoking, is both evil and foolish. It's a great way to stinkify your interest in games, as SSM so rightly points out. In fact, he should be shot. Hokey for privacy's sake! As for Sonic, I can actually agree with you on this. It's a crap next-gen title, but I do think Sonic looked cooler in the first game (although the successive sequels were better games). However, like Mickey Mouse, Sonic has had to move with the times and fan's increasing recognition of him. After all, Mickey started life as a stick-thin black-and-white thing with two little dots for eyes, before transcending that form and becoming the portly middle-aged-looking pink-furred rodent we know and love. There's the break, kids!

## FRUSTRATED HOUSEWIFE WRITES

DEAR SSM,

In last month's magazine you asked for letters on love lives. Well I got married on the 28th Jan '98 (Congratulations – SSM) and three days later my husband and I bought a Sega Saturn. I must say it's brilliant. The only qualm I have is it's put paid to my idea of a honeymoon. My husband has a bad case of worms which keeps him up till 3 or 4 o'clock in the morning and I have become a big alcoholic. I know we did things around the wrong way we had the kids and then got married, but I didn't even think our sex life would come second best.

To any game console Roll on the day when we can quit those two games and our honeymoon starts.

A Very Frustrated Housewife, Newbury, Berkshire.

It's official! Sega games are better than real! Which goes to show that the Saturn Mag staff aren't in fact a sad bunch of glorified less-than-hoppers, but an elite corps of cyber-brain-sucking edge-fukushima studs. Ahem.

## HYPE-NOGOGIC MIND MACHINE

DEAR SSM,

I am writing to you about the ever ongoing battle zone which surrounds the gaming industry between consumers and manufacturers alike.



Sonic. Did he look better in Sonic 3, or is his new 3D incarnation the best we've seen so far? Wig don't you write and tell us?

I have owned various game consoles beginning with the Atari 2600 to the Sega Saturn I have today and have amassed hundreds of magazines for the machines and other interests I have and stress I must point out something I find very hilarious.

Input from readers and consumers who have bought products from whatever industry TV, PC, Hi-Fi, games system etc etc, the letters pages in magazines covering these products are all very much stereotype – 'I've bought a Saturn because I wanted to slag all my PlayStation-owning friends off' or 'Mum's better than yours' etc etc. I didn't. I spent my hard earned money on the games system of MY choice, I made this choice myself because I bought it to please ME and not everyone else who would care to pass comment on it.

Now the point everyone's missing is this, manufacturers need this type to a) sell products, b) develop better products and c) advertise the industry concerned.

Admittedly I am a Sega fan but I'm not biased towards them. I enjoy playing 3D games as well but please do not ridicule other formats without concrete knowledge of what you're talking about. I have read so many letters like Robbie Moore's in issue 4 and I can't help but laugh. Where was his constructive criticism?

Keep the hype going, which keeps the gaming industry in the public eye but don't be unhappy with the critics you own – if you're happy with it who cares what anybody else thinks.

Simon Pergamon, Carlisle, Cumbria

Hang on, how do we know that your cash is "hard-earned"? Everyone says that, and given that some of our correspondents seem to have almost literally hours in which to indulge their Sega it stands to reason some of them are complete dross who earn their money very easily. The bastards. Anyway, not a bad argument there SSM, but you're a bit of a junior conspiracy theorist. It's more likely that people exhibit the so-called "mine's better than yours" condition in an attempt at self-justification. It's a tacky thing buying a console, see fake move and you've wanted it goddamn it and you'll resent your decision. It's not too much to ask to allow consumers to steady their doubts by vocalisation but you never knew. Anyway, fine egalitarian sentiments at the end there, which I believe we can all learn from.

## I DEMAND TAILS' ADDRESS

DEAR SIRS AND SISTERS,

I'll get straight to the point. I require some information, which will be of great value to me, and I know you dear fellow and fellowes will be able to provide me with it. Here goes. I am in desperate need of some background history about Sonic's two-tailed orange fur chum dude. Pray tell, how did the little guy obtain his extra tail? Which assiduous he come from? And most important of all, how did he and Sonic meet? I would also be extremely grateful if you were to print out an address for Sega, along with a detailed description of idles past.

Thank you forever.

Adam

PS I will remember you when I'm rich and famous.

Miles "Tails" Prower hails from the beatacious Green Hill Zone. Born with two freakish tails, Tails was packed off at an early age to Professor X's School for Gifted Animals, where he was trained to use his posterior additions to benefit animalkind. Shortly after graduating from Mutant Kiddy parties Tails accompanied to and Sonic in his second failed Mobius-saving mission. The two have been friends ever since, although sonic's involvement is strongly denied by both parties. Sega live at 166-170 Garsverbury Ave, Chelwick, London NW1. PS You're better, pal.

# Q&A

## CASE HEAD

DEAR SATURN MAG,

I am writing to you hoping that A) you'll answer my questions and B) I'll get my letter printed.

1 Could you please tell me where I could get a storage case for my Virtua Cop CD? I bought it with the gun but didn't get a case and you do with the versions without the gun.

2 Will Battle Arena Toshinden ever be available on a UK Saturn? The cap import is retailing at £39.99 plus another £10.99 for the converter.

3 When will Mortal Kombat 2 and Sim City 2000 be available? We reviewed them months ago.

4 Do LucasArts plan to release PC games such as Day of the Tentacle and Rebel Assault on the Saturn?

5 When will Destruction Derby be available on the Saturn and which other PlayStation games are to be converted?

6 In your opinion is the Saturn capable of running a game such as Donkey Kong's Championship man ages 2 and will games such as this be released on the Saturn?

7 Do you require a converter to run American Saturn games on a UK system? Also will they run full screen and full speed?

8 I currently own Virt Daytona, Virtua Cop, Sega Rally R/H, 96 Würm and Rayman. Could you suggest any other games to buy?

Finally could you please make clear when featuring games which are UK, US, American etc. and if they are the final versions?

Thank you,

Nick King, Handsworth, Sheffield, N Yorks.

1 Try buying a game bargain like Pyramids CD from your record shop and using that. It should be cut in the shops by now. They should be out by the time you read this. 4 Massaggio, but not in the near future. 5 It's a safe bet most Sony Interactive, Pyramids and Neo-Geo games will retain its Saturn. Derby should take another two months. 6 It should be 7 Yes. No. 8 Guardian Heroes, X Men, Streetfighter Alpha (in a little while), Power 2 (Miles), leads mate. We always review final versions.

## BE CG FEAR

DEAR SMM,

Your mag is absolutely utterly brilliant. Now answer my questions, please:

1 When will these coin-ops appear in the arcades: Man T/T Fighting Vipers, Indy 500 and Virtua Cop 2.

2 Will any of these games appear on the Saturn?

3 Do you think that the Arcade Racers and the Virtua Sticks give better gameplay than the ordinary joysticks? Would you recommend me buying them?

4 Any news on Virtua Fighter 3?

5 I have heard a rumour that Sega are making plans for another Next Generation games system. It is supposed to be called the Eclipse and to be released in 1998. Is this true?

6 What does the CG mean in Virtua Fighter 2 CG Portrait Disk? Are the stills like photographs?

**Howdy Sega pardners.** It's time for us to answer some more of your feisty and inquisitive questioning. After all, we've got nothing better to do all day than sit around listening to you lot harp on about release dates and all that rubbish. Honestly, you should listen to yourselves sometimes. Yea, well, anyway, if you've got a question you'd like answered pop it off to us at DESTROY THE STATE Q&A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We'll do our best to answer it.

Martyn Davy, Great Yarmouth, Norfolk

PS I've found out that if you shoot the book above the ground in the warehouse on the first level of Virtua Cop you get more points every time you fire at it. If you get an extra 100 points

Martyn Davy, Great Yarmouth, Norfolk

1 They're all out now. All of them, hopefully. 2 Not really. The Virtua Stick is okay, but it's lame for courses. 3 It'll come out this year. 5 Eclipse. But a good name, though. 6 They are indeed still pictures. CG is the standard term for computer-rendered 3D graphics of a static or unanimated nature.

## CHECK OUT MY BOX

DEAR SMM,

Please could you answer these questions for me?

1 Please could you print a picture of the box for Virt Daytona? I've seen two boxes.

2 Will Sega be releasing an add-on for the Saturn because Nintendo are for the Ultra 64?

3 Any news on a Sonic platform game? Like Sonic 3?

4 Is it worth keeping my Megadrive and selling my Mega CD?

Keep up the very good work.

David Radby, Llys, Nr Wrexham, Wales.

1 Like it matters. One of them might be an import, so check the nationality before buying. 2 That's a daft reason for them to release one. 3 Out before the end of the year, I Pres.

## SERIOUS BLOKE

DEAR SMM,

I am a serious Megadrive owner and have been for about four years now and have got a good collection of games including all the Streetfighter games. What I want to know is why StreetFighter Alpha is only on Sega Saturn and not on Megadrive? Or is it coming out sometime soon on Megadrive?

Yours sincerely,  
Ben Lakane, Waterford, Ireland

1 Sadly it appears that the Megadrive just isn't powerful enough to handle the speed and complexity of Streetfighter Alpha. Either that or Capcom are too lazy to put a Megadrive version in the pipeline. Take your pick.



The game that looks like it's hedgehoggy, MM 2.

## bootleg sampler



Our £5 from the Jan issue. Expect another one soon...

## WHERE THERE'S A WILL

DEAR SMM,

Please could you answer these questions for a mad Saturn fan!

1 Will Sega's version of Sonic does well do you think they will release a Sonic 2 and if they do, will it have a new character?

2 Will there be a sequel to Daytona USA?

3 Will Air Combat which is out on the PlayStation come out on the Saturn?

4 Is there going to be a Clockwork Knight?

5 Will there be a sequel for Sega Rally and if there is will there be more cars and tracks?

6 Will there be any more Virtua games because there are already six?

7 Will there be anymore games like Virtua Cap that involve using a gun?

This is the coolest and best mag around. Thanks

Markus Chesse, Easton, Cheltenham, Lancs.

1 DOES NOT COMPUTE! 2 Yes! 3 Oh no. 4 Probably, not counting Clockwork Knight. 5 It's highly doubtful. 6 Oh yes. 7 Utterly indecisive.

## DEMO CD TROUBLES

DEAR SATURN MAG,

The mag's great and gets my vote! Keep up the good work! Please answer my questions [please]!

1 When will Bloody 10's unlicensed super hero game the Incredibullets be released?

2 The Aftermath looks great, when will it be out?

3 When will Deadly Skies be out?

4 I sent away for the demo CD for my mag was offering, that was quite a while ago and I still haven't received my CD and I haven't had the cheque back, please could you explain what is going on?

Eddie Samine, Bristol

1 Not sure, sorry. I'll ask as soon as it's ready. 2 Never. If you're very lucky, & if your cheque hasn't been cashed, it'll be we're home, sorry. If it has, ring our Marketing department on the number at the back of the mag. Sorry about that.





# BISH! BASH! BOSH!

Dazed and confused you might be, what with VF1 and 2, Street Fighter Alpha, Darkstalkers 2, Toshinden, the X-Men and MK3 all going chin to chin for the coveted prize of best one-on-one beat 'em up. Next into the arena steps SNK's **The King of Fighters '95**. ROB BRIGHT dons the robes and grants it an audience.





**A** sherry stumble and it's too late! The plot has been innocently spelled in big letters you wait for the words... "I'll Piss You just split my big... big... pi\*\*t! Now what you gonna do about it?" Hmmm. So, what are you going to do about it? Well, there are a few options here. The first and, in my opinion, most noble action is to run away as fast as is humanly possible. Check to make sure you have an easy escape route, that there are no chairs you might fall over, and that your antagonist doesn't have axes strategically placed to prevent your exit. If this retreat is not a possibility, you'll have to resort to 'plant tree'.

This is where you long for your life. Don't worry about saving face. It may be that he's only out to humiliate you a bit, in which case give him plenty of time to throw lots of verbal abuse about your way. Be as ingratiating as possible, perhaps even offering him all the money in your wallet. If this also fails, you're going to have to come to terms with the fact that a fight of sorts is inevitable. Let him throw the first punch. Even if it doesn't connect, to the

floor immediately and pretend you've been knocked out. This does of course leave you more vulnerable than ever, but let's face it, he's going to kick the crap out of you anyway. If you're the type who manages to muster up a little courage at the decisive moment, direct your punch to the gools at all times. Be warned though, if it doesn't still him, you're more dead than ever. Presenting you get out of this situation alive, don't spend time cursing yourself for being a yellow belly. You are a yellow belly of course, but hey, you're hopefully still alive with only one or two permanent facial scars. Besides, why do you think beat 'em ups were invented? Precisely to get you through moments like this.

The Saturn has been home to a lot of therapeutic beat 'em ups of late. The King of Fighters '98 is the latest to join the illustrious ranks. SNK's game was first showcased on the Neo Geo where it has had several incarnations before, the last of which (KOF '94) introduced a new concept to beat 'em ups whereby fighters are split into teams of three. They still fight individually but when one of your team is defeated, the second takes over. The first team to use up all their fighters loses. This idea is retained, although now you can customize your team, selecting whichever you like out of the six fighters to make up your trio. Another tradition in KOF is the use of fighters from assorted other beat 'em ups including Art of Fighting 2 and Fatal Fury. We are looking for the King of Fighters after all. Add the controls' specialists and supers and you're just about ready. All that's left to say is Fight! Or run away. It's up to you.

## THE THREE RUCKATEERS!

What makes KoF such an unusual one-on-one beat 'em up is the fact that you can arrange teams of three. This doesn't mean that six fighters can have a massive ruck at once. These are tag teams so the idea is to use the same fighters until they're utterly powerless and then switch team members. If you're really hot stuff, you might be able to get through all three opponents consecutively using only one fighter. Alternatively, if you're really bad, you might find all three of your characters defeated by only one or two of your foes. KoF uses set tiles, although it also offers you the option to customise and choose any three you like. This method of game play is effective in helping you get to grips with all of the different fighters and their styles. As has been mentioned though, in traditional team play the fighters are already separated into teams. There are eight in all and here they are:



Ralph takes on Mai, Iori, Kyo, and Clark are currently the better off, something made evident by the smiling. Vert is the instrument.

## KISAGARI, KANE AND YAGAMI

This trio are actually new to KoF, replacing the American team from the last game. They're pretty hot too. Kisagari first featured in Art of Fighting 2 where his performance wasn't rated as exceptional. Now though, he's much harder, using fire ball attacks like the spirit blast and having the ability to reflect projectile attacks. His special is a mantic punch which has a devastating effect. Billy Kane is a dangerous wearing master with the stick. If he spins it he pulls off a flaming hurricane which is a ring of fire that rolls towards his opponent. He can also do a spinner drop which uses him launching.

...into the air to perform a drop attack as he wields his cane like a spear. He also uses his cane to pogo into flying kicks.

Yagami is reported to be the arch rival of Kyo and shares many of his techniques. Yagami's flame attacks are a pleasant violet colour rather than red though, and his combination attack differs from Kyo's spinning kick combo, by using a strong punch followed by three successive fire balls.

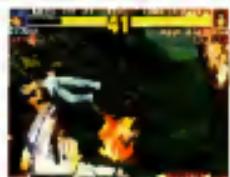


Kisagari demonstrates his propensity for a spot of high kicking. The backgrounds are active, the grass swaying and the flames flaring!

## HEIDERN, RALPH AND CLARK

This motley crew all herald from Brazil. Led by Heidern, a man who looks like he belongs in the Luftwaffe, they present an awesome fighting force. Heidern uses a flesh punch and a very nasty energy drain to get the better of his opponents. In some ways he's just too hard meaning playing as him gets a bit boring. When he's your computer opponent however he makes for a good fight. Ralph sports a decidedly tasteless bandana and bomber jacket, although he makes up for it with a somewhat rolling attack. Clark also sports a bomber jacket and uses moves very similar to Ralph.





Theортого в KOF is used to store the backgrounds and a few other bits and pieces. This means that more space is left on the Saturn for all of those creation and special moves.

Benimaru, the guy with the persistent peak hair cut, executes his flying kick on Joe. In this background the fighters jump from the platform into the water, which is very shallow by the way so that they don't drown. Unfortunately though there are no trips through the bay on the boats.

## KIM, CHANG AND CHOI

Quite an odd bunch these three. Their fighting styles are all very individual due to their differences in size. Kim looks about the most normal out of the three of them and his attacks are fairly conventional, using a karate style to pull off flip kicks and the like. Chang on the other hand is a bit of a freak, what with his ball and chain that he swings in at enemies and his habit of powering up by head butting himself with it. Likewise, the small and wily Choi, a kind of crippled Freddy Krueger, performs samassaults which act as combination attacks.



## KYO, GORO AND BENIMARU

Kyo has a reputation for being the most effective of all the fighters in KOF. This is something all but confirmed by his powerful range of attacks and his speed. Mostly he uses fire, be it as a crescent smash or wave smash, both of which paralyze opponents. Benimaru has a large white Mohican and his moves are all pretty standard including karate style kicks and punches. Goro is the strangest among them, thumping the ground to deck his opponents and pulling off a special move, rather mysteriously called the cloud tea.





## SHOWCASE

### ATHENA, KENSOU AND CHIN

Athena is not the shop where you get those posters of huge muscle-bound guys holding babies. No sir! Athena is in fact a school girl! At least, that's what you'd think until she flings it off and reveals her disco dance outfit underneath! Her main attack is a psychic fire bell, although she is also capable of reflecting attacks. All members of this team use psychic attacks in one shape or another. Kensou uses a lightning bell as his psychic weapon but he also sports a dragon blower too and a variety of roundhouse kicks. Chin is the by now standard drunk guy. Using his bottle of booze as a weapon, it swings out into his opponents. He also pulls of a comical leap that leaves him grasping the head of his enemy.



Athena begins a fight wearing a school girls outfit. She then strips it off! Once it's off...



One of Athena's special is a fire bell. Kensou is dead hard though and has loads of special...



Chang (above and left) is a very fat guy indeed. Not only is he fat though, he also carries a huge bell and uses which he doesn't hesitate to swing at his opponents. But his size makes him one of the slowest characters.



The brothers go head to head in combat!



Andy seems to be getting the better of it.



### TERRY, JOE AND ANDY

Those with a retentive knowledge of beat 'em ups will recognize these three characters from Fatal Fury. They are excellent team using super-powerful specials and some clever combinations. Terry Bogard might look like a hulk on steroids, but his moves are very effective, including a punch to the floor that sparks a lethal fire bell. Andy dresses in a regal red and gold, probably to make his flying kicks all the more devastating and employs a death breaking punch. Joe, dons a rising sun head band and goes about doing super roundhouse kicks.



There are over 2000 possible team组合!



### PICK 'N' MIX

Although fighters are already arranged into teams of three, the Team Edit mode enables you to pick any three out of the 24 fighters meaning you can assemble your favorite three fighters in the same team. In fact it allows you over 2,000 possible combinations meaning there's almost no end to the kind of team you can put together.



## KING, YURI AND MAI

This is the all-female ensemble that, if you're expecting an easy time of it think again. What they lack in bulk they make up for in speed and agility. Sporting those ever-blazing boudoirs, King as she ironically names herself wears a tiara. She looks a bit like Princess Di actually but don't submit to her doe-eyed charms because she'll unleash a fire ball on you. Mai dresses like an Irish piper and moves with bewildering agility. One of her specials uses her jump and projects a lightning bolt onto her enemies. The most effective of the trio though is probably Mai. Her fire wave and leaflet fans which she throws out like boomerangs are her most notable attacks.



## ROBERT, RYO AND TAKUMA

This team must have learnt their art from Street Fighter veterans Ryo and Ken because their moves are almost identical. This means that they all use dragon punches and fireballs, coupled with some unique attacks of their own. Ryo and Takuma both have the rapid attack punch while Robert favours the kick. This ability to attack at such a ferocious speed and their unity of style makes them one of the most powerful and accessible teams in the game. They're not the most surprising trio though.



## CARTRIDGE!

So what's the point of this cartridge then? Well, at its most basic this is simply a way of expanding the memory capacity. In case you didn't know, game data on CD is transferred to the Saturn's internal RAM. In order to make a good conversion from the Neo Geo [the Neo Geo cartridge was 20 megabits], SNK decided to include a 16 megabit cart to store background among other things. Thus they could rest assured that the Saturn version would look every bit as good as the Neo Geo's. It also means that the loading time is very quick indeed. It's true that KOF could have been converted without a cartridge but this would have meant losing the refinement of the animation. X-Men for example, lost a third of its frames of animation when it was converted from the arcade in short, what the cartridge does is ensure that this conversion is totally tip-top and that all the perfectionists at SNK don't start grumbling. As much as anything else though, it points to the flexibility and adaptability of the Saturn, and that's not something that the PlayStation could boast of now is it?

## POWER TO THE PEOPLE!

As yet, the King of Fighters '95 hasn't been signed up by anyone for release in Europe. This is a bit of a surprise considering how popular it has proved in previous incarnations and the fact that it's dead good too. If it was to find a software house prepared to publish it, the price would probably be around the £60-70 mark, not cheap admittedly, but then there are 24 fighters in this game. What do you think? Yes you! The reader! If you'd like to see it released in Europe write in and tell us. We here at Sega Saturn Magazine wield unimaginable power and if enough of you want to see KOF on your shelves then we'll pull strings and fiddle with knobs in an effort to get the fat cat interested. People power you hear?



 SHOWCASE

MAGIC CARPET

RU



# GRANTS!

Once upon a time, there was a land inhabited by great wizards. But wizards, being a bit tetchy and all, are always partial to a bit of war. So, one day they all decided to have a big fight to see who was the hardest. Of course, this turned into a bitter battle that lasted for years, and, when a wizard came along that was tough enough to beat all the others into submission with just one wave of his bejeweled hand, what did he do? He took all the power for himself, turning all the other wizards into slaves of the dark side. And now it's up to SAM HICKMAN to restore the world's equilibrium and show those poncey wizards exactly who's the boss.



Preparing for an assault on a battered and lone world. Will the young wizard make it? He's still in line against older, more experienced wizards. We don't know, but we do like his tools at least.

**O**

oh, [adopt psychedelic sixties-style encoding] let me take you on a magic carpet ride. Through the la la la and da da da da da. Sorry, I can't remember the rest of the words. But it's all a bit wishy-washy anyway. Sung by degenerates long hair happy to be alive you see. Not like today where we all have to be soul-terfured and placed in unhealthy places to get a point across. Still, while we're on the subject of nasty walls and buckets of oozing pus, let me remind you that war is not big and not clever either. Although in the realm of videogaming, it can't be denied that it's damned good fun. In fact, ever since the dawn of videogaming times there's been the war game, but it's only fairly recently that there's been any real variation on the traditional point-and-blaster theme.

But, with the arrival of 3D-bildom, things have changed a bit. For a start, it's possible to produce something with really slick graphics and it's also possible to play things out in 3D. What's more, you can also convert existing PC titles with very little bother at all. Which of course, is what has happened with Magic Carpet.

This appeared on the PC around two years ago and won numerous awards for its innovative gameplay and even spawned an equally quality sequel. Based loosely on the traditional "war" theme, Magic Carpet is set in a mystical Arabian world where wizards build up castles that are (hopefully) impossible to penetrate. Of course, they don't just do this for the fun of it — far from it, what they're actually trying to do is steal all the world's mana for themselves, thereby gaining ultimate power over every other wizard in the land, but you're not going to be involved in such tyrannical ambitions. No sir, your job is to restore the equilibrium within the land back to an acceptable level. To do this, you're going to have to search the land for mana or your own place in your very own castle. And that means bagging, borrowing, stealing, and even killing to get what you want...



## MAGICAL MYSTERY TOUR

So, putting it that way, it doesn't seem as though this is much of an eco-warrior-type game at all. But it is. It's just that, on the surface, it might seem as though you're a power-crazed wizard hell-bent on ruling the world. But, that's what you have to do these days if you want to get any attention for your cause. And, when there's around 75 levels to be sorted out in all, there's no doubt that you're going to have to be heavy-handed on the weaponry and even heavier on the tyrannical, slightly insane look that every dictator should adopt. Practice yours today!

## SPEAK AND SPELL

Luckily, there are a few devices designed to make your life considerably easier.

For a start, you're a wizard, right? And what do wizards do apart from creating powerful potions made out of frogs' feet? They cast spells. Luckily, there's plenty of spells up for grabs in Magic Carpet, and they can all be used to combat both enemy wizards and violent beasts. The spells range from simple firing weapons, walls of fire, meteorite showers and invisibility power. Most of the better spells only pop up in the later levels of the game, but generally, spells are handed out as you need them, which makes things much more interesting than if you were given all the spells automatically at the beginning of the game. However, spells can be located in obscure places, and once you've spotted them, collection can sometimes trigger off traps—which usually entails millions of beetles who will magically spring from nowhere and unleash their full power on you.

### IF AT FIRST...

When you initially play Magic Carpet, it may seem daunting, what with all the menus you're expected to access and everything, but persevere a while and you'll find that it is most enjoyable. Sure, there's been shoot 'em-ups on the Saturn before. In fact, there's even been some half decent ones like Panzer Dragoon, but there's been nothing like Magic Carpet. After all, where else do you get to pillage castles and wreck villages without paying the consequences? In fact, if you think about it, Magic Carpet is a multi-dimensional game – on one level you're mission is to collect mana, while on another

you want to build a great castle, or another you're beating off wizards who attack the moment your back is turned and yet another, you're expected to save the world. Sound difficult? That's because it is...

MAGIC CARPET IS MYSTICALLY REVIEWED ON PAGE 32



Burn! You've restored the world!



By through this to teleport across the island.



Your very own castle – needs protecting though.



Keep balance in the aerial. Beating at me!



An enemy wizard and a terrible weird thing.



Loads of lovely mana for your collection.

## EYE EYE!

Since Magic Carpet was converted from a PC title, it does tend to be rather heavy in terms of on-screen information. In fact, at any one time, you can be expected to take in up to five pieces of information. So, here's a quick rundown of everything you're expected to know about.

### 1. ALL SEEING EYE

This is probably the most important icon on the white screen. Acting as a mini-map, it indicates where you are in the land and what monsters are about to launch an attack. It also indicates whether other wizards are in the area and monitors the amount of mana they're about to nick from you.

### 2. CASTLE STATUS

Yup, as well as avoiding attacks from beasts and enemy wizards, you'll have to keep a keen eye on the state of your castle too. While you're off and about collecting mana, other wizards can attack your castle. This icon shows the extent of damage they're inflicting, and when it starts fleshing, you should make an attempt to go back to the castle and sort out the culprits.



### 3. BALLOON STATUS

Once again, displays the health of your balloon. Other wizards can attack your balloon, but more importantly, this indicates the amount of mana you've collected. When the balloon bar reaches its limit, you must return to the castle so you can build an extension for the extra mana.

### 4. YOUR STATUS

Obviously, monitors your own health. If you're attacked by beasts, expect to see a serious depletion in your health bar.

### 5. CURRENT SPELLS

Simply indicates which spell is selected at any given moment.

However, that's not all there is to it. In addition to the various health bars which must be constantly monitored, there's also stores of knowledge to pay attention to. These basically display your intelligence level in terms of restoring the world's equilibrium. Translated into simple game speak though, this "knowledge" basically refers to your mana levels or spell-casting abilities. Once you reach the white level indicator on each of the three knowledge sections, you've restored the equilibrium and are ready to attempt the next level. Incidentally, if your balloon bursts, all the mana it carries will be lost and your castle will despatch another balloon.

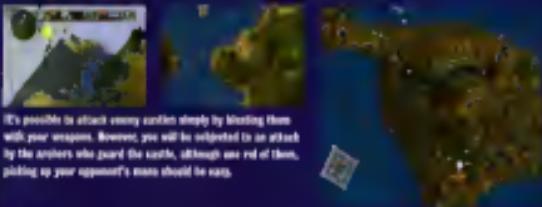
By setting the trees on fire, you may inadvertently inciting many creatures – at the same time gobbling up extra mana.





## THE MAP

In addition to the all-seeing eye, there's a larger map that can be accessed any time you like. This monitors the complete country and shows all areas which are inhabited by either people or beasts, and also reveals the whereabouts of enemy castles as well as secret stores of mana. It's necessary to refer to the map fairly often as it's quite easy to become disoriented.



This is a decent wizard. Well, I think it is anyway.



These statues set off a trap when blown up.



Watch out for the skeletons – kill immediately if possible.

## CIVILIAN SETTLEMENTS

When you're passing over each land, you'll notice that there are settlements in certain areas. The people that live in the village are basically neutral parties, although you can persuade them to be on your side by blasting them with your mana button. All of their mana will then come under your control, although you can't actually pick it up and move it back to your castle. But, it's really useful to get those villages under your control, because every time one of the inhabitants build or sell something, you could receive a mana boost. It's also useful as the population will sometimes take it upon themselves to fight for you if under attack from another wizard. However, even if you don't want the towns under your control, under no circumstances attempt to blast them away if you try and shoot them, they will turn against you and become extremely vicious, launching attacks on you from every direction. Don't say we didn't warn you.



## MANA FROM NIRVANA

When you blast any nasty-looking enemy to pieces, you'll notice that little golden balls spill from their freshly-slaughtered guts. One blast from your mana button will turn all the balls into silver mana ready for collection by your balloon. However, you can't collect any mana at all unless you've already built a castle to put it in. So, as soon as you have collected the castle spell, the best thing you can do is find a suitable spot for your empire. And in subsequent levels, this is the first task you should undertake (the castle spell remains with you for every level once you've discovered it initially).

Even with a castle to put all your mana it's still not possible to collect balls until all the required mana has been discovered. The balloon can only collect a certain amount of mana and once full will have to return to the castle to drop supplies off; this means that you will also have to return to the castle and expand the castle to encompass the increasing mana supplies. Once your castle is big enough, more balloons will be provided and you'll be required to return to base less often.



# SHOWCASE



## GOING TO THE ZOO...

There's an abundance of wildlife in all the Magic Carpet levels, and as you progress through the game you'll bump into more and more animals. Of

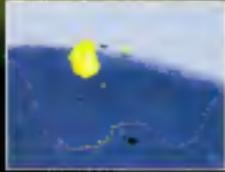
### WORMS

Worms appear in most levels and don't take much to get rid of. They can be quite dangerous when there's more than a couple, although simple blasting should do the trick.



### BIRDS

These are so irritating. They can only be shot effectively at close quarters, and because they fly around so quickly, can dodge out of the way easily.



### BEES

Another creature that rates highly on the irritation scale. Bees will chase you if you attempt to escape.

### SKELETONS

Armies of undead skeletons parade the plains, and will attack villages to gain more members for their army. Shoot arrows at your carpet if you get too close.



### GENIES

these crafty tricksters will steal all your mana the moment your back is turned. They won't cause any real damage but are able to teleport themselves all around the island.



### EMU RIDERS

These birds can reach massive speeds across land and carry vicious archers who will attack at a moment's notice.



course, you'll spend most of your time running away from the majority of them, as they can be extremely hard. And just to know exactly what you're in for when they appear, here's a quick rundown of each beast and its particular speciality.

### CRABS

Come in the form of eggs, baby crabs or fully grown sci-fi members. Throw fireballs or lightning bolts and will lay their own eggs if allowed to grow too big.



### APES

Huge, lumbering animals who chuck boulders whenever you venture near them. They will also attack your carpet if they think they can get away with it.



### DRAGONS

Like worms, except that they can take to the air, making them much faster and more agile than their ground-bound counterparts.



### KRAKEN

An enormous sea monster that Kraken appears from the ocean to shoot lightning bolts or even earth-shattering waves if you get



### WYVERN

Without a doubt, the most dangerous of all flying creatures. Will attack everything in its path, and is immune to some spells. Can also regenerate energy when injured.



### TROLLS

Although trolls look pretty menacing, they're actually quite harmless as long as you lay the firepower on heavy.





## HELLO MY FRIEND

When you first play Magic Carpet, it may seem as though collecting mana and blasting wormy things is all very good fun. And not too difficult either. But hold on there gun-crazy fool, things aren't quite that easy. After the first couple of levels, you may notice the presence of other wizards. At first, you may think it polite to try and make friends with these bastions of magic, but fear not, they will soon become annoying beyond belief. Spend an absolute age killing four or five worms and witness them swooping in to collect all your hard-earned mana! Even if you try to blast them out of the area, they will only return a minute or so later to pillage your stores once again. In fact, the only way to be sure that they won't nick your balls is to guard them until your balloon turns up to collect them. And even then they will still hang around - they will even blast mana that the balloon is collecting in an attempt to prevent you collecting more energy! So, the trick is don't leave them alone for a minute. Of course, if this proves impossible, you could always follow your enemy around, let him do all the hard work, then steal his mana at the appropriate moment!

With the wizard appearing in his natural environment, he'll find much to eat stuff, just like the rest of the population.

## SEEK AND DESTROY

So, you've got the hang of the carpet and have even completed a few levels with ease, seeing off a couple of wizards with no problem at all. Well, why not try your hand at something a little more complex? Why not jump over to your enemy's castle and blast it to pieces! Sounds like fun? Of course it does - this is probably one of the most satisfying areas of the game. First, sneak up to the walls of the castle, then swoop in, blasting the castle's defenders with a burst from your machine gun. Then, when they've all disappeared, carry on blasting until the castle spills out its mana. You'll then see a rather foolish wizard appear from the mist, who will make a final effort to see you off. It doesn't take much firepower to make him disappear though, and you'll be satisfied in the knowledge that he'll have to build his castle up again from scratch! One word of warning though: if you're going to get into this type of strategy, expect the favour to be reciprocated when you're busy over the other side of the island!



# MECH

## Some noise



SEGA SATURN



Warning! A fine example of mass destruction at work. Good on you, too.



A foggy scene, noisy and dreary. It must be Christmas, eh.



A festive explosion lights up the night-time. Although a torch might be better at home.



進行方向:



This enemy robot has been deaf right in two by an accurate shot. Actually, it hasn't. But it has been damaged, although it's still firing.

Much as I like robots, and let's make no mistake I do love robots, there are certain things that I find hard to fathom concerning their behaviour. Let's explore the lighter side of mechanical engineering...with Rad.

Wouldn't life be great if we all had giant robot battle-suits instead of clothes? You'd have a discreet alien-like battle-suit for weddings, unless you were getting married, in which case you'd wear a huge wrought-iron contraption with multiple missile launchers and a big chainmail. There'd be a power dressing battle-suit for important work meetings, with big shoulder pads loaded with napalm incendiaries. There'd be this middle-northern battle-suit that would only be armed with weedy weapons like machine guns. Of course, everything in the world would have to be ten times bigger to accommodate us all, and we'd all have to have secret basement control centres where we'd get dressed. But it'd be a great boon to society. There'd be no more discrimination because no-one would be able to tell who's inside each suit. Lewd self-injury would be similarly eradicated (unless you had a cheap mech from Millies or something). There'd be a return to traditional values of politeness and good manners because even little old ladies would be able to blow you up. And if you equipped each war robot with pilot-sustaining intravenous life support systems it would also put an end to world hunger. The world could unite under a common flag and set about exploring the stars - made easier because we'll all be able to breathe in space thanks to our mechanical outfits.

Sadly though it would seem, as usual, that the military gets to keep all the best stuff like tanks and high explosives. Such is the reasoning behind Gungriffon. Whilst the title does give you the opportunity to see life as a mech for yourself, sadly there's no pleasant trips down to Safeway's or anything to get you into the idea of an ugly cybersociety. No, it's all war, war, war. The idea is that, as in George Orwell's 1984, all the continents of the world have united into massive über-states and are having a bit of a handover over the world's energy resources, with these being a bit of an energy crisis and all that. So what better way to settle things than to start a massive conflict with plenty of oil-guzzling tanks and planes and robots. Your job, as Robot cop, is to storm numerous battlefields and destroy everyone else, apart from the few members of your team who you're supposed to protect. Still, it's more fun than just politely waving at your neighbours.



The briefing screen...



The mission complete report...



Mission select screen...



## SUFFER AND DESTROY

Efficiency is the watchword of Gungnir. You've more chance of exceeding your time limit or deserting the playfield in pursuit of the enemy than being destroyed. But don't let that make you think it's an easy life. Far from it, as the Exercise Mode demonstrates. This training/training facility presents players with a straight blasting mission loaded with hostile forces and cursed with a harsh chrono-calling. As usual your objective is to destroy all, but the two operations on offer - Beginner and Expert - concentrate on targeting and blasting, set as they are in simple straight (or fairly straight) strips of mission territory. Time is the most important aspect - kill all and hit the far boundary in the least time and make the high scores table. This is a good way to familiarise yourself with the controls of your mech and an equally good competitive measure between you and your pals. But it's not a good way of completing the game, because you can't.



In this dramatic scene an enemy helicopter crash in the year 2000 of the year 2000. Shouldn't have shot it, then.



## LET IT SLIDE

Of course the good thing about having a man-shaped robot is that you can make it do things that normal humans can't do. Like play the piano underwater or weet around corners. But your big robot can do neither of these things. It can, however, slide around without moving its legs. Alright, so breakdancers and drunken tramps can do this too, but we did say normal humans. Anyway, sliding is a useful thing. It allows your mech to remove itself from harsh combat situations without turning its back on the enemy. It also allows you to manoeuvre more easily through crowded environments, such as craggy, without trapping your bulky frame on the corners of buildings or suchlike.

I used to have a Star Wars figure that looked like one of them, except it was blue. And it made a crap clicking sound whenever you moved its little legs. I thought it was great.

That doesn't place of snarks in evidence of the effective range of your guns. Or perhaps you're just not very good at moving something up. Can't tell really.



These chaps are very fast, and have many. They surround you and kill you most times. Only to defend is possible Mech. Escapism is infinity. Read on!



## I AM ROBOT - HEAR ME ROAR!

War robots are ace – they've got loads and loads of guns. And because Gungriffon is an arcade game and not a simulation, whilst there is ammunition to worry about, there's usually enough to go around. And heck, if one of your weapons does run low on juice you've got another three to revert to (including a machine gun which never runs out). Indeed, so many guns clutter up the otherwise beautiful simplicity of violence we're going to take the time to tell you about all of them.

**GUN:** Your main gun, imaginatively titled Gun. It fires quite powerful rockets, one of which is usually enough to send a tank or helicopter to its doom, and a couple of which are sufficient gun-resupply material for enemy robots. Whilst ammo is limited you start each mission with about eighty shots in your Gun, which does the trick quite nicely for the bulk of the stage.

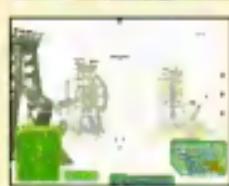
**RPG:** Rocket Propelled Grenades. About six of these are used up with each firing of your rocket pods, but they're devastating in their effect. These bombs shower over the enemy, detonating when they hit the ground (or your foes) and destroying all within the blast radius. Best used against groups of tanks, or any other things that make the foolish mistake of colliding themselves too close together.

**MACHINE GUN:** The trusty never-runs-out-of-bullets option. This is the least powerful of your armaments, although it's still pretty handy against other War Robot Mech Robots, Walkers, buildings and other slow or non-moving things you can keep a bead on for a while. Does overheat with use, however; meaning it needs a rest every now and then.

**ATM:** Automatic Transaction Machine, or cash-point to the rest of us. Actually, that's not true. Well it is true, but not in this case. You'd probably not get far fighting giant war robots by chucking cash machines at them. These ATMs are Anti-Tank Missiles. You only get a few of these, because they're the most powerful weapons in the game. And strangely they're best deployed against air craft.



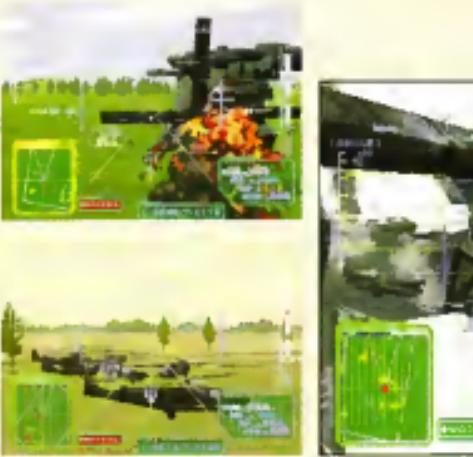
Sometimes in the last it says you're more likely to run out of time than get killed. Well that's an exaggeration, in fact you're far more likely to be blown to smithereens well before the time limit runs out. Please remember this whilst reading.





## LEAP OF STRAFE

Morefest! Heavens! They came from the sky! That's how an eleventh-century peasant might have reacted to some of the enemy forces in Gungnir, although you might know them better as aeroplanes and helicopters. Whilst essentially flimsy in their construction - all the better to become airborne with - aircraft are a persistent and easily underestimated threat. Helicopters aren't so bad. They're slower and more likely to hang around in one spot than 'planes and don't have the same level of armament. But the low-flying airplanes are horribles, swooping over the zones and carpet bombing your terrain, causing heavy damage. Given their erratic flight paths, their speed and the limited angle of fire if you get an allowed aircraft are the hardest things to kill in Gungnir, despite only withstandng a single hit before plummeting to the Earth. But thanks to modern technology you can "come from the skies" yourself. Your mech is equipped with a booster capability which allows you to jump high into the air and hover for a few seconds, thus putting you on the same plane as the 'planes. From here it's a far easier task to locate, lock-on and destroy altitudeous targets. However, jump boosts require a lot of rocket fuel, and your warcraft only carries enough for three flights of the engines - so use them wisely.



Never fails to think whilst writing these captions, as I'll have to am Karsten's stream-of-consciousness.

## EAT MORE CARROTS

British people like to talk about the weather, apparently. Either because it's so unpredictable and amusing or because we're speaking to a complete stranger on the bus who we never asked for a conversation but are now forced to either talk about meteorological conditions or listen to a lengthy tale about the troubles with their life. Anyway, it's funny that despite our predilection for Weather we hardly notice it's not there in our games. But that's not so with Gungnir. Oh no. Before each mission you're given a swift status report on the conditions outside. Not so you've get something to chat to the other soldiers about, in quiet moments, but because it has a real effect on the proceedings. Misty, rainy or snowy weather reduces visibility, as does night (not, strictly speaking, a Weather). So what's a poor Mech to do? Why, switch on his infra-red night sight. Whilst this lends the screen a detail-biting green hue it does actually allow you to see what's going on. Even better, the screen lights up in real colours whenever there's an explosion, making the whole process as confusing as it would be in real life. Ace-





See how the game screen briefs in such a good-games way, besides. It was the easiest thing me and Kai had ever passed for.



Detroit, Motor City - the greatest piston power roars outside of New Orleans.



## TIMMY THE TURRET

We all know what turrets are. They're them things you find in the tops of castles. Slightly borrowing a design element from early feudal architecture, Gengarion features turrets too. But, updating defensive mechanisms along with building materials, these turrets don't have arrow slits, they have big guns. The same guns detailed in depth elsewhere in this Showcase. And also unlike stone turrets these ones can move around, in fact, that's their very purpose. Pressing the correct button in conjunction with left or right on the D-pad turns your turret (or that part of your robot above the waist) in the desired direction. Releasing either button or direction re-centres the turret automatically. This means you can run past enemy forces to the side of you whilst still shooting them, blast past the corners of buildings whilst sheltering, easily waste evil forces surrounding you and run into lamp posts whilst showing off and not looking where you're going.



What night came we looked through the town for a place to live. We decided on the trees, not the walls.



A tank rolled over us. It was wild. When I told Herb about it, he nearly peed in his desert. We ate a sandwich and talked. It was real.

## GO SPEED RACER

Other than the ice cyber aesthetics, there's no reason to build war robots in the shape of human beings. Otherwise someone would have by now and all tanks would look like a fearsome Barbara Cartland to scare the opposition. But, that's where we're wrong, so forget we said all of that. Human Beings are known for their adaptability, with our strange primate-derived bodies being surprisingly mobile over almost any variety of terrain. So, as you might expect, Human being-shaped tanks have manoeuvrability as a strong point. Especially your one. Not only can it bestrise lumpy ground like one of them chess pieces, it's also kitted out with a handy turbo mode, which folds it into a more aerodynamic shape, brings out wheels instead of cyber feet and puts the pedal to the gas in no uncertain terms. You can even drive backwards at this speed (or walk backwards if you prefer). Pressing accelerate once commences walking and twice initiates turbo. Decelerating once or twice past standing still has the same effect in reverse.



# ULTIMATE MORTAL KOMBAT 3



## The story kontinues...

Mortal Kombat has a fanatical following. Players love the digitised graphics, zany sense of humour and mutilation galore that only this series can provide, and if ever there was a good excuse for them to poop their pants with excitement, it's now. ED LOMAS straightens up his Mortal Kombat fan club badge and prepares for the ultimate conversion...

**T**hough the home conversions of the ultra-popular Mortal Kombat games have been pretty excellent, there hasn't yet been one which captures the true atmosphere of playing the game in the arcade. One of the best reasons for pumping a few quidgers into the cabinet is to get the adrenaline rush from the big graphics, the boozing speech, the comical screams and the non-stop over-the-top bang-bang action. The home 16-bit versions featured all of the moves, characters and features, but unfortunately all missed out on these bonuses, meaning that the only way to get a real arcade Mortal Kombat fix was to go to a real arcade. Not any more...

Thanks to the evil power of the Satan, this version of Ultimate Mortal Kombat 3 not only contains all of the features from the arcade, it manages to capture the unique atmosphere of the arcade original. Mortal Kombat hasn't just been standing around the back streets all these years, pepping out every now and then to keep the fans happy. It's been hard at work becoming one of the best beat 'em ups around, and this showcase seems to show you what it's been up to since the distinctly sub-standard PlayStation version.





## KILLER KOMBATANTS

The series has gradually expanded on the original seven playable characters to become twelve, then fifteen, and now an amazing twenty-two in this latest version. A bit of basic mathematics means that there are seven new characters to get your head around, and these are they:

### JADE

First sighted in Mortal Kombat 3, though this is the first time she's been playable, Jade carries a lie staff and throwing blades, and possesses the unique ability to become invincible to project in attacks. Another useful move is her Johnny Cage Shadow Kick variant, which can easily be tagged onto other moves for an easy combo. Her staff features heavily in her fatalities, as Jade either impales her victim on it, or sticks them on the end and shakes them to pieces! She can also use her magnificent staff as a pogo stick when she's feeling friendly, or transform herself into a kitten and spin around her opponent until they explode!

Tournament Prospects: Jade's variety of projectile attacks makes her a difficult character to get near, and her invincibility can make it tricky to keep her away. She has got some devastating combo attacks, and they can be made worse by becoming invincible, running in close and performing a 3-hit before your opponent can work out what's going on - as you'll find out if you ever play against a computer-controlled Jade!



One of Jade's many staff attacks.



This smoking kick is just like Johnny Cage's.



Her finality, Jade strikes her staff in her opponent's stomach and shatters them to death.



Jade can use her staff for this fatality, by impaling her opponent onto it.

### REPTILE

He jumped from being hidden in MK 3 to being playable in number 5, only to disappear for MK4. Guess what? He's back again in Ultimate, only this time he's got more moves than ever. His Suction Globe can now be launched quickly or slowly, and he's got a great new dashing elbow attack, where he bolts past his opponent and smacks them in the back, sending them flying. On the fatality side, Reptile can either eat his opponent slice by slice, or yak up and then vomit, melting their skin away. One of the funniest moves in the game, however, is Reptile's Animality, where he morphs into a monkey and scuttles off after his terrified opponent Scorpion!



Tournament Prospects: Reptile's strength is his ability to juggle opponents, hitting them many times before they touch the ground. Another bonus is his invisibility, which is totally useless against the computer, but a good wind up...

Reptile can turn into a monkey, does this?

Reptile's new elbow move is funny, but not.



### KITANA

Kitana is more like her Mortal Kombat 3 character than any of the others, with no new special attacks to speak of. Her main weapons are still the good old razor-edged fans, which are used as projectiles, as well as good head-chopping blades. Kitana can still kill like no-one else, though this time her unfortunate victims don't get fatter before exploding, they get taller! Hidden in her skin-tight costume is a bottle of bubble liquid, as can be seen in her Animality; while her Animality sees a tiny white rabbit mad at her opponent to death - just like in that Monty Python film (you know the one)!

Tournament Prospects: Kitana's lack of enhancements doesn't make her as exciting to play as some of the other characters, though her excellent corner juggle combos still work - and they can do loads of damage. Precise timing is needed to activate them, but the practice is worth it as a few good combos can be enough to win.



Kitana's fan fatality is the same as before.



The fans are particularly useful in mid-air.



### SCORPION

It was obvious that one of the most popular characters would make it back into the series after missing MK4, and back he is. Scorpion's moves are pretty much the same as in MK3, only he's lost the ridiculous Leg Takedown move that no-one ever used. That truly hangoon is just as useful as ever, and it's the perfect thing for setting up combos.

Scorpion's hidden weapons are his axes which are used at close quarters, mainly in combinations. The boring old Flame Breath fatality is about the same as it was, but his new Animality is excellent. Scorpion raises his arms, calling upon a load of undead clones who come out of the ground and kick his



opponent to hit under the cover of darkness. What creature would you expect Scorpion to turn into for an Animality? A penguin which lays exploding eggs, of course!

Tournament Prospects: Anyone can play as Scorpion because his special moves are so simple, yet effective. Even though his strengths make him good for beginners, this doesn't stop him from being a useful character. The Teleport Punch, for example, can be tagged onto the end of an aerial attack or can be used to escape from the corner.



Now you've got a freeze by the throat, whip out your axes and get them with a big砍。



When you hit, call upon your mates from hell to help kick the socks off your opponent.

## MORE TO KOME...

When you first play MK3 on the Saturn, there will only be four extra characters, as well as a playable Smoke - the others have to be accessed from the Ultimate Kombat Kode screen. This appears after the Game Over message and enables players to enter one of three hidden "holes" to access one of three hidden characters. Before you arcade freaks get all excited, the holes are different as there are now only six symbol boxes as opposed to the arcade's ten. Happy hunting!

### MILEENA

The Mica female clone returns, and she's pretty much identical to last time. Her best new finishing move is where she eats a pot of nails, then spits them across the screen into her opponent!



Mileena can turn into a shark and choke her opponent to death with her toxic fumes.



Mileena can also eat a pot of nails and spit them across the room. Don't try it at home, kids.

### ERMAC

Rumours of Ermac have been around since error messages appeared in the first MK game, but at last he's real! His lifting move is perfect for setting up juggle combos, and he's one character to be very worried about.



This Grind makes a really bad landing option. So get those car parts on people! It's also nice and big, meaning it's easy to hit someone.



Ermac's so hard that he just needs to walk and people explode to flour! It plays nicely with his groundhog you know.

## OLD SUB ZERO

Fed up of playing MK3's non-ninja Sub-Zero? Find this old version of him and you can play exactly as you did in MK2. Yep, even the excellent floor freezing move!



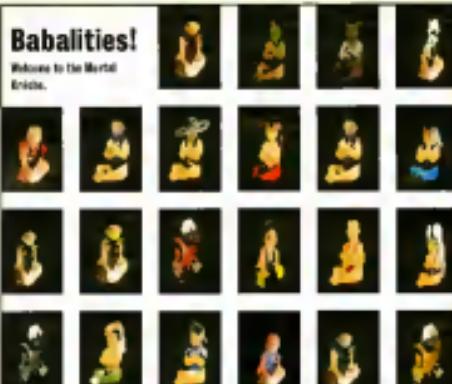
Everyone's favorite Sub-Zero move from MK2 is available again - the floor freeze.



Did you know that Old Sub-Zero is the new Sub-Zero? He's dead! It's true!

## Babalities!

Welcome to the Mortal Kombat Empire.



There's a story screen for each new character.



Ermac's best Fatality inflates someone's head.



Some of the fatalities are just plain weird. Here, Mileena's inside for his victim, and there it goes in his face. Hmmm...



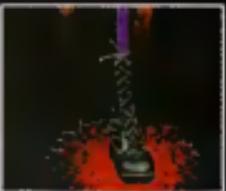
The excellent 4-player team battle can be played just as well with only 2 players - each player has two characters.

## OF COURSE THERE'S...

As well as the seven new characters, the original MK fighters are in there, including Snake who is now playable.



Sub-Zero's冰刀能冻住敌人。



卡西·凯奇也能模仿蒙提·派森。



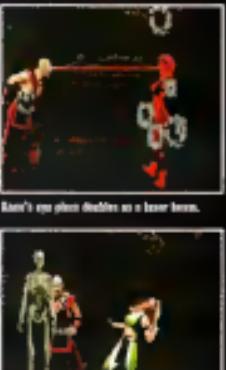
赛拉克斯那激光束真帅，让你觉得自己的腿在燃烧。



哥力士真够狠的，连腰带都给撞断了。



空手道大师召唤龙卷风，将对手卷走。



哥罗的眼球能变成激光炮。



米莲娜的冰封术能将对手困住。



尚宗的绿色烟雾能迷惑对手。



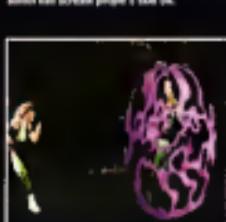
李康还能变身为龙。



乌可也能够吐火。



死亡战斧能冻结对手。



索尼娅的火球能烧死对手。



斯巴鲁的冰冻技能能冻结并冰冻对手。



史莱克的火球攻击威力巨大。



卡西·凯奇的冰冻技能能冻住对手。



斯巴鲁进入冰冻状态，立即被击败。

## KONTENDERS READY?

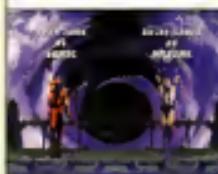
What's the most annoying thing about one-on-one beat 'em ups? It's the way that you always have to play "winner stays on" when there are more than two people about, which often leads to fights where one player decides "I wasn't playing properly that round, let me have one more go." UMK3 gives the world freedom from squabbling gameplayers by including four-player and eight-player modes.

## 4 PLAYER 2 ON 2 KOMBAT

There are two teams of two characters each. Four characters are selected and the fight begins. Characters and a fight until one dies, then the second in that team takes over. It's not hard to understand, and it can also be played with just two players, meaning that you can pick two characters each.

## 8 PLAYER TOURNAMENT KOMBAT

Eight players each pick a character. People fight and the winner moves onto the next round. The last one left wins the tournament. Easy. It's great fun if you've got seven friends and is an excellent way to prove that you're better than everyone else in one go.



When you complete the game, these screens show the stars who were brave enough to get dressed up and pose in front of a blue screen. They're very hard indeed.

## KOMBAT KOMPLETE!

Another of the new Ultimate bonuses is this screen, which appears when the game is completed. It gives tournament champions the chance to pick a reward from one of twelve of Shao Kahn's treasures, meaning that there are more reasons to finish the game than just to find out what happens to each character. Prizes vary from battles against hidden characters to a demo of all the finishing moves!



## UNHEALTHY KOMPETITION

One of the features of the first Mortal Kombat tournament was that fighters were required to take on two fighters in one round, something that was left out of the next two games. These have returned in the Ultimate tournament, only they are now harder than ever, with Master level players being required to tackle three fighters on a single energy bar!



There's a second "Master" deadly in MKIII.



This screen shows who has to be beaten next.



## KRUSH THEM!

To balance the whole game out a bit more, extra moves have been added to some of the original characters, and a few moves have been altered slightly. Stryker can use his machine gun to attack, Kano can roll vertically and Shang Tsung can morph into the new characters. As well as this, Smok's balance punch now throws enemies higher in the air than before, leaving more time to initiate Juggie combinations.



## KRASH! KRACK! KERRANG!

One of the best things about Saturn Mortal Kombat 3 that it wasn't possible to do with the 16-bit version is the arcade perfect sound. To make sure that Shao Kahn's excellent speech isn't fuzzy or bad quality, the phrases spoken between rounds (Scorpion wins, Fatality, etc.) are on the actual CD and are accessed seamlessly to give the same excellent sound as in the arcade. During fights, the arcade music is played from the CD and the crisp sound effects are handled by the Saturn's sound chip, though they are of such high quality that it's hard to spot the difference.

## KOOL KOMBINATIONS

The combos (combination attacks) in Mortal Kombat 3 were a massive step up from those in MK3, as they enabled players to string together loads of hits into a quick sequence, upon which a counter and damage reading would appear to confirm that a combo was performed. The system stays the same for UW3K, only many of the existing combos have been "twinkled" to even the score out a bit. For example, one of Kabal's combos was so popular and so easy to perform that it has had its damage rating reduced drastically to discourage players from using it. Extra hits can also be gained by starting the combos with air attacks, something not seen before in an MK game.



Both Shao and Old Shao appear in the background.



When fighting in Hell, squat over your opponent through the roof to get to Shao Kahn's throne room. There may not be much point to it – but it sure is cool.

## KOMBAT KLIMATES

UW3K doesn't just bring back old characters from the dead, it introduces a few new backgrounds to go with them. Fight along the river banks, in the desert, in front of Shao Kahn's throne, along a thin ledge overlooking a swinging blue portal, or even in Hell itself. Hell is one of the best stages partly because it's one of the most attractive backgrounds - you can knock an opponent into the lava in the distance. If you don't fancy fighting in Hell, simply uppercut your opponent into Shao Kahn's throne cave above and continue the fight there!



Looks good, huh? Sounds good, huh? Excited, huh? Contain yourself for one more month and you'll be able to find out what we really think in next issue's SEGA SATURN MAGAZINE review.



SHOWCASE PANZER DRAGOON 2

All artwork © SEGA™

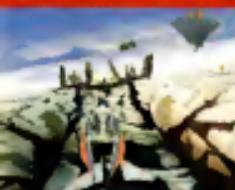


SEGA SATURN

# Where were you when we were getting Zweip?

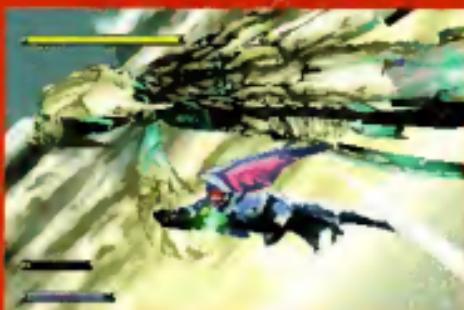


SOME DAY YOU WILL FIND ME CAUGHT BENEATH THE LANDSLIDE, IN A CHAMPAGNE SUPERNOVA PLAYING ZWEI PANZER DRAGOON ZWEI THAT IS, THE STUNNING SHOOT 'EM UP SEQUEL TO THE STUNNING ORIGINAL' WITH ALMOST ALL OF THE EPISODES IN THE GAME NOW COMPLETE, ROB BRIGHT ASKS 'WHAT'S THE STORY?'



Leave the kind of projects that make you  
sweat in Panzer Dragoon Zwei, those  
powerful landscapes! Ahhh!

Even though everything flying around on the  
screen wants to kill you, you can't help staring  
back now and then simply to admire it all.



**F**or me, the essence of an image lies in the relationship between colour and light. The eye is a great decoder, but only by waiting late and through our decisions do we discover a quantifiable truth. Likewise, only by registering the intangible contours of space between the subject and object are we capable of evaluating the meaning in matter. Take this latest pic, Panzer Dragoon Zwei. You'll recognize, of course, that it has borrowed heavily from the romantic style, its use of broad structures, of organic exaggeration to the point of myth. You'll no doubt also be able to locate the influence of neoclassicism in some of the more disciplined and uncompromising plan formations. But that is by the by. For me, the unique and utterly new element in this radical work is its fluidity. One can actually feel its movement...

Hi! My name's Harvey Carrington. I'm an art critic. Or, to be more specific, games art critic. You may have seen a few of the exhibitions I've had to privilege of being curator of. There was 'Evolution in Polygons', a study involving the revolutionary artists behind the likes of Virtua Fighter and Sega Rally. For them, passion meant perspective, and I can only admire their dedication to the wire frame techniques established primarily by post-deconstructionist vortechism. Another exhibition I arranged was 'Journeys into Dissolution' where the minimalist ethos mingled with the flavor of 90's excess to create an intriguing range of artistic cadences. One of these was the masterpiece, 'Johnny Banzai', a radical attack on the predictability of the psyche, using post-iconic tension to draw the observer into that very predictability and drown him in the malaise of the mediocre. Quite, quite marvellous!

But back to Panzer Dragoon 2, or 'Zwei' as it's known (a word pointing to the influences of late 19th century German rationalism no doubt). We've already seen much of this sequel to the great shoot 'em up in previous issues of this illustrious publication. You presumably know for example that your dragon evolves as you play, its wings growing as it masters the miracle of



Plenty of big, bouncy bounces moving your way



> Right. You are also probably aware of the fact that Panzer Dragoon Zero is programmed to respond to a player's abilities, providing those more incapable of defending themselves with better armory, and those more proficient in their attacks with better weapons. A true mark of the all-encompassing spirit of this work I'm sure you'll agree. What you haven't seen yet however is a detailed study of each of its stages, or 'episodes' as they have been labelled, suggesting perhaps the finite reality of experience. Well, one of these genres chippies is apparently going to take you through each episode, pointing out the interesting, the exhilarating, and those areas where the artist is still at least. I would do it myself but I'm giving a lecture at Trinity college under the title 'Opinion screens: Palette of the Apprentice or the Expressionist's dialogue?'. Anyway, must dash. Lotty's waiting for me in the sports...



## DESCRIBE IN YOUR OWN WORDS

At the sound of an INC engine, clinking champagne glasses and guffawing, fade into the distance, it's left to me, the humble game's author, to try and describe the several stages in Panzer Dragoon ...

### EPISODE 1

This looks like a kind of post-apocalyptic wasteland, what with its blackened old turbines and falling trees. This stage is still incomplete and as a result shorter than the other stages (except Episode 3) at present. Nevertheless, expect to see a huge boulder rolling towards you at speed in much the same fashion as Raiden of the Lost Ark, the only difference being that this boulder is significantly bigger. Providing you make a quick getaway, hunched two-legged drifts dotted about the place should begin to attract your attention. They won't attack, but get too close and they swing out at you. Background items of interest include odd metallic windmills which look like some primitive energy saving device and crates which make satisfying explosions when you shoot them. At the end of the stage, you'll wonder past a HUGE monolithic figure which tries to stamp you out under one of its giant paws. And that's basically it for this, as yet, unfinished stage.

**BOSS 1:** Episode 1 is still awaiting its boss.

### EPISODE 2

Episode 2 starts with your dragon nonchalantly trotting through what looks like a deserted canyon. Your radar will quickly tell you of something approaching from behind though. Turn around and the ground behind is rumbling! Suddenly, cut burst three enemies that vaguely resemble giant scorpions. Colourful Arakhan tents appear out of the distance. Destroy these and other dragon riders appear. They aren't badasses of yours so shoot them. Before you know it there are ships making low flying attacks, swooping through the valleys and over the mountain ridge. Like all of the stages, you reach a point where a choice of routes are offered. Go one way and you find yourself caught in air combat with whole squadrons full of what resemble huge floating galleon ships and smaller fighters, go the other way and you have to contend with a ground assault, ending in a huge crimson fortress that blocks your path.

**BOSS 2:** Looking like some kind of floating junk ship, the second boss hides lots of conceal within its shell which flies at you from a variety of angles. It also changes shape by sliding parts of its structure over one another. As you blast away it gradually loses some of its bulk, but watch out because falling debris often comes rolling towards you and your dragon. When you've got this boss on the defensive it starts to unload huge hexagonal containers which flatten you unless you blow them up. A bit more concerted blasting and it's history!



Because odds, there are still loads of really huge sprites that go crawling through forests or swooping over the sky. In fact, every single episode in Power Dragoon 2 is treated to the same thing even. The monster shown is the end of level boss for Episode 3.



## EPISODE 3

From the desert scenes of Episode 2, we move to the lush greens of an idyllic forest, the sunlight creeping through the thick canopy to form pillars of light. It looks a bit like Centre Parcs, apart from the fact that even if the weather isn't going to spoil things, the multitude of enemies out for you death will. First among them are the small fighter planes again. Resembling small whales, they attack from the flanks firing missiles if you let them live too long. Floating vehicles carrying cannons also appear and fire immediately forcing you to either dodge the projectiles or destroy them. Depending on the route you choose, you'll have to face other giant catapillars that burrow under the ground then burst out weaving all about you, or floating ships that hover above you releasing three-pronged missiles.

**Bosses** & This looks a bit like something out of Aliens, what with its oblong head and the manner in which it crouches on its hind legs. It's very fast and agile jumping behind, in front and either side atunning speed. It strikes out with its claws in attack, but the real threat comes from the small flattening enemies that it releases. Sometimes it will float above the trees, hiding in the canopy, but so long as you can target it, it's still vulnerable.



The boss at the end of Episode 3. As you move through the game the enemies become progressively more cunning in their attacks. Looking out is essential in later stages, especially when the screen is much with fire. It's scary stuff I tell ya.

## EPISODE 4

As adept as your dragon may be at flying at great altitudes or great distances, his talents of manoeuvrability are most essential in Episode 4. This is because rather than feeling the expansive earth beneath you or the dirling woods around you, you're trapped into a labyrinth of tunnels that seem to have more in common with sewage than anything else. There's a lot of water about and that's where most of the enemies emerge from. Most of them look a bit like giant metallic hazelnuts, or else monkey nuts. Make no mistake though, these same old nuts are very quick to attack, using mini green laser beams as weapons. At the end of each tunnel is a door which opens automatically sending you through on to a different path. There are also various metal barriers that you'll want to be dodging if your dragon is to keep its wings.

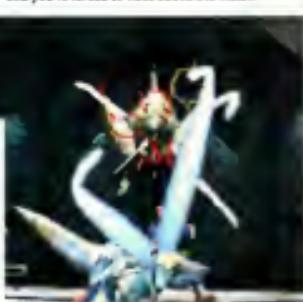
**BOSS 4:** Towards the end of Episode 4 you'll find yourself walking along a rampart surrounded by water. The boss appears on the scanner but there's no sign of it. That's because the cheeky blighter is circling you under water. When it bursts out, its true immensity reveals itself. It's a huge mutant with elements of fish and a scorpion type tail. It strikes out with its tail and then ducks back into the water. Before you know it, the thug's behind you destroying the very rampart your dragon is running on. Eventually it's destroyed it all and you're forced to float above the water.



Standing in the towering tunnel, our hero contemplates. He begins to compose a poem... 'Y'all the magic dragons, lived by the sea'... Hmmm. Needs work.



Entering the lousy tunnel level, Episode 4. There is still some work to be done on arranging various routes through this labyrinth.



## EPISODE 5

Episode 5 is at present very inert. Of all the stages, this is the one requiring the most work, from the little there is of it though, it appears that some of it at least takes place in a snow storm. Like all the other stages, the enemies seem to be drawn out of the ID, including what looks like a very fat butterfly and air-dancing crustaceans of sorts. Unfortunately, that's about all there is to know at present. Rest assured we'll update you when we see more.

**BOSS 5:** As with Episode 1, Episode 5 is still awaiting a boss.





This is the point in Episode 6 where the aim is to destroy the platform on the side of the huge airship. Watch out though because enemies in the ship's hull send splitting missiles, your way!

## EPISODE 6

The show in Episode 5 looks like it's settled as both you and your trusty dragon are soasting over an arctic landscape. This shimmering white scene is soon interrupted by what can only be described as pink sponges that come flying out of nowhere. In actual fact they are being fired from small aircraft in the shape of tripods. As you begin to descend, barriers spring up that you have to dodge fast. Before you know it you're in a tunnel dealing with foes that attack in symmetric fashion, surrounding you and firing pink laser beams. Coming out of the tunnel it batters you have been in the belly of a huge airship, emerging you are confronted by these huge paddles. After spending some time blasting at these they collapse and break off. Heading back into a tunnel there are a few more



smaller enemies to see off before exiting the tunnel altogether only to find you are now flying under the airship's hull. Metal satellites

hang from the hull and a flurry of enemy fighters and cannons put you in the midst of heavy fire. Should you get through the thick of it, a boss awaits at the hull's end.

**BOSS 6:** Backed by two green laser cannons on either side, boss 6 is attached to the ship's hull. It's best to try and knock out these cannons first which is no easy thing to do when fighters are also attacking from both behind and in front. Knock out the cannons though and you can concentrate your fire power on the boss which starts to spit out pink laser fire. When it's really started to take a beating, the less detaches itself from the ship's hull and simply hangs there.

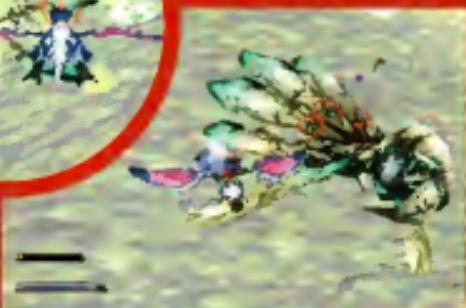


## EPISODE 7 AND 8?

Rumours, rumours rumour! Episode 7 we know exists because of the graffiti for squid-like boss. The rumour is in fact that the whole of this level is going to be dedicated to the boss. As for Episode 8, there is as yet nothing on it at all although work is being done on it as we speak. We'll bring you the update on these last two levels and the incomplete Episodes 1 and 5 in the next issue, along with more detail about the various battles through each of the stages.

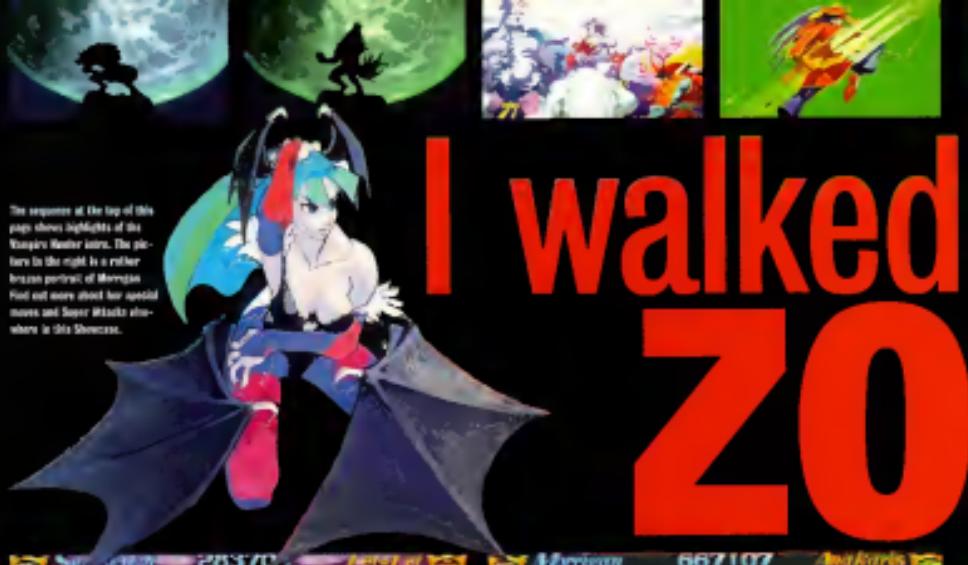


Now is the very elegant star-fish type boss that appears in Episode 2. This stage is still unsee-able from completion although it looks like this strange entity will dominate the proceedings. As for Episode 8, that is as yet a bit of a mystery. We'll bring you details as soon as we see it.



## ROUTING-TOOTING

Although Episodes 1 and 3 both offer the player a choice of routes, the other stages direct the player in a specific direction. All this is set to change, with each episode offering the player a choice of routes. Not only this, but points will be awarded according to the route you choose to take, and it will also affect the evolution of your dragon's defensive and offensive capabilities. More on this next month.



The sequence at the top of this page shows highlights of the Yashiro Hunter mode. The picture to the right is a rather bizarre portrait of Morethan. Find out more about her special moves and Super Attacks elsewhere in this Showcase.

# I walked ZO



# with a mbie

We're used to seeing **Death** stalking the Saturn Mag offices, usually in his **Warmed Up** incarnation reflected on the faces of the staff each Monday morning. But **Vampire Hunter** shows that death needn't be the end for gamers...



Throughout history our nightmares have been plagued by the terrors of the undead. European creatures such as Romanian vampires, Czech Golems and British Richard & Judy's, Egyptian mummies, Africa's wooden reanimated Zombielike warriors, Vengeful Chinese ghosts, George Burns. But now (apart from George Burns) is an terrifying as the conception of Corkstalkers - the scary Donavan. Apart from hanging around on street corners strumming a guitar and singing Jennifer Juniper the anti-folkie himself battles other undead in a bid to prove his supremacy over the realms of death. As the curly-haired flower child finishes his rendition of Scarborough Fair and necks some more LSD, other monsters seewer in the corner of the Mythes Cafe. Not because they're scared he'll thump them. They've just scared he'll start playing Scarborough Fair again.

Indeed, so deep has the rift swich Donavan and his pals and the other members of the post-resignatory community developed that tempers have flared and nowtally passive ranks of demons, devils, succubi, spirits, ghouls, assorted necrophili and general misplaced souls are at each others' throats. Most of which have rotted away. Something has to be done before the dead start killing each other.

Fortunately a method of policing discipline amongst the dissenting elements of the damned has presented itself. Why don't they all just have a fight about it, following specific duel rules and using no weapons other than their own supernatural abilities? Of course, this is the easiest way to decide whether or not Donavan should be allowed to release another novelty single with Trevor & Simon.

And the results of this bounty of the night is - thanks to the wonders of consumerist merchandising - now available to you, the punter, in the form of *Dorkstalkers*.

Following the one-on-one beat 'em up formula is so successfully imitated by Capcom, *Dorkstalkers 2: Vampire Hunter* takes the dead out of their graves and into the home (via your Saturn). Take control of your chosen undead and use their unique deathly abilities to beat your foes into submission over three rounds. All the usual array of punches, kicks, Specials, Super Specials, multiple characters and so on are in place. But what separates *Vampire Hunter* from the crowd? Well read on and see, coffin-dodging duders...



*Aarakoa* is a bit of tough character to play, and he's crap in close combat, but he's loaded with big and impressive special moves, like this weird one.



SEGA SATURN

## THE GALLERY OF THE NIGHT

### GALLON (Werewolf)

Fast moving and agile fighter, whose lightning charges across the screen and Flash Kick-esque flash kicks are his main strengths. Most handy in a pack and recommended for beginners.



### SASQUATCH (Yeti)

Short-armed furry chap with mastery over ice. Ice Blasts, stalagmite attacks and throws are his forte. He's pretty slow, but once you've got the hang of his Specials he's a solid character.



### LEI LEI (Chinese revenge ghost)

One of the best bodied-up fighters in the game, Lei Lei is capable of a staggering array of attacks thanks to her transforming body. She's also got a funny neck, but don't mention that unless you want a Swinging Chain Blade attack up your noggins.



### DONOVAN (Elemental)

Not really a folk singer at all, we were lying. Although there is a Folk singer called Donovan as well, but he's not this bloke. This bloke has command over fire and water and all that, looks very human and is hard.



### FELICIA (Cat spirit type thing)

No apparent links with the undead, but Felicia is a cat spirit thing with a Dragon Punch clause. And he throws fireballs, in fact, he's not unlike Ken or Ryu. But he's a blood-sucking creature of the night, which makes him slightly... um.



### DEMITU (Vampire)

This is a bit more like it. Demitu is a proper吸血鬼, although he also has a Dragon Punch clause. And he throws fireballs, in fact, he's not unlike Ken or Ryu. But he's a blood-sucking creature of the night, which makes him slightly... um.



### VICTOR (Animated composite)

Named perhaps after Victor Von Frankenstein, Victor is a walking human robot assembled from pieces of corpse. He's very big, strong but slow, excellent in close-quarters with his big fists and also good at electrifying his body. But his nuts are in his neck. Ha ha.



### ZABEL (Zombie)

A good old British zombie, with a Union Flag on his locks and a guitar on his back. Can beat his hands in baseball blades. Not a bad sort, but not too strong on cohesive characterisation. Poses with his guitar when he wins, the show off.



### MORIGGAN (Devil)

Be-winged demon from Hell. Fireballs a specialty, along with flying an opponent off the top of the screen before plodding them back into the ground. One of the best combatants on offer, but her moves take a bit of getting used to.



### AKAMARIS (Mummy)

Fig slow and clumsy, that's Akamaris. And croak, that's him too. His an amusing move which allows him to ram someone onto the heads of his opponent, and another where he mummifies them in bandages before cracking their brittle head on the floor. Not generally not very good.



### ISHINAMON (Samurai spirit)

Obviously the Japanese will like this sort of ghost, but we'd rather have had a skeletal figure in a robe with a scythe. Anyway, if you liked Samurai Shadow, or enjoy playing as Silver Samurai in X-Men you'll like Ishinamon.



### AULBATH (Hell dragon)

A dragon. From Hell. He can do sonic attacks, big blasting flame Super Specials and is very good at throws in the air. No-one we know ever picks him though. Can't think why because he's pretty sweet.



### PHOBOS (Robot)

An undead-baiting robot designed by Rick Moranis, king Ghostbuster. As you'd expect from a robot, he's got loads of lasers and missiles. But you'd never catch anyone dressing up as him on Halloween.



### PYRON (Fire demon)

Really hard to beat at first, but quite a clinch once you've got a hold of his techniques. Pyron is master of fire, a bit like Donovan and Authority, but he's really the master of fire, because that's what he's made of. His scorching attacks and Plasma Bubble projectiles are his best features. And his nose.



What a bonkers level. Some of these characters, like Sasquatch and Gallon, are actually heroic, but you'd never guess it to look at them.



The little girl standing to Donovan's left isn't a background figure. She's actually his sister, or the 100th version of his power-up sprite. Hehe yeah.





## PROJECTILE VOMITING

Fireballs, magic bolts and other projectile capabilities are right trouble-makers in the world of beat 'em ups. If you're one of the unlucky characters without ranged attacks, you're generally stalled in any respects. Even if you do have them there's the possibility of passing an entire round just whinging fireballs at each other and watching them explode. But not with Darkstalkers, oh glory me no. For Darkstalkers takes into account the strength of the leashed attacks, and allows certain strong fireball things to blast through an opponent's retaliatory strike, or even push the opposing long-range attempt back towards its center. And as this isn't enough to upset the delicate balance of projectile power, other characters have defensive moves which allows them to repel such cowardly tactics. Hooray for innovation, say we.



If Dantini uses a real vampire held just have turned into some meat and avoided that



Dante gets the first shot in here which is his Lunging Dog Ray move. Thanks to Vector Theory there're three angles for this.



Kaecilius has surrounded himself with big icy spikes which freeze and harm all who touch them. He's quite tough.





## SHOWCASE

### THERE'S AN UNDEAD IN MY HOUSE!

Vampire Hunter tells us that the best way to defeat the evil undead is to whack them in the face with a blast of psychic energy. Well sadly this sort of resource is not often available to human beings. So what should you do if you've got the undead in your house?

Well first off, don't panic. Contrary to what Morgue of the Zombies might have you believe, you've very little chance of being hammed by the undead. Plus it's commonly thought, by psychics and that, that most undead feed off the energy of negative human emotions. So try wearing bright colours and singing happy songs.

If you're really scared by a member of the undead, write down what you've experienced and contact **The Society for Psychotic Research, 49 Warwicks Rd, Kensington, London W8 6LA**. If you've really scared you can phone them at even **999 9999**. Or try calling a vicar.



Author, instead  
to the right, is a  
pretty good  
character until you  
get used to his  
ways. But it's  
out of the  
best, really.

Akira's Super Head move is awesome. But  
what's Akira up to?

Well his Flying powers have helped him avoid  
the Roger, and his Regeneration special isn't so  
bad either.

Oh and Akira is supposed to primal form.  
All characters have different animal rays.



## SUPERGENIUS

Capcom is starting to get quite good at this Super Specials business these days. Darkstalkers also features the now ubiquitous Super bar underneath the regular fighting energy bar. As is now the drill, the more attacks and (in particular) special moves you pull off, the more energy goes into the little Super bar. Once this is filled you've gained one use of your Super Special Abilities moves. The Super bar is pretty stretchy, and will hold up to three special's worth of Super energy at any one time, indicating numerically how many it's currently awash with. The Super moves themselves walk the line between entertaining and devastating. Some of them, such as Demitri's Big Dragon, a blazing behemoth which sweeps the screen, is purely for damage inflicting purposes. Others, such as Zabel's ridiculous turn-your-opponent-into-a-fish-shaped-basketball-hoop-and-put-their-head-through-it effort, are played in much for yucks.



This might look like some kind of Satanic rite like you've heard about in the news, but it's actually one of Pyra's Super moves. It's got a good beat.



Phantas is a reject, or technically speaking he is undead.



I'd be great being a vampire. If only they were real and I was real high.



A Felina Berserk! It's so hot but you don't get that on your N64.



This is one of Basquash's Super's. First Marcy breath freeze the ground ...



... Then the opponent slips around for a bit before crashing through the ice...



...Finally a whale smacks them out of the water for lots of damage. Woop woop Ian Wolf



An ascertain-ophis dropping from the surface of this serpentine rock like paper.



A potentially frosty and absurd frog/pink basketball/bear/splitting Super from Zabel.



One of the more conventional Super attacks featured in Vampire Hunter. If you can call summoning a blazing fire dragon to roar across the screen conventional in poor part of the world



# wipeout™

## SECRETS | PART 1

As a racing game, Wipeout is very different from your Daytonas and Rallis. For a start, it's not played on the ground, and the breakneck speeds which can be achieved require some very careful handling. There's loads of hidden power ups to activate on each course too, which is why we've put together this two-part guide – most of which has come straight from the programmers! SAM HICKMAN is here to guide you through the first three courses.

**R**ight. So you've rushed on down to the shops to get one of the very first copies of Wipeout, ran all the way home, bunged it into the machine, and started playing the game. But heh! You're not very good, are you? You're wobbling about all over the place like an old grannie, aren't you? Well, that's because Wipeout isn't like an ordinary racing game – it needs precision handling, and you'll have to practice a lot before you start placing in the top three.

## TEAMS

Each craft in Wipeout has very different abilities. However the TESAR craft is probably the most popular choice as although it can't reach breakneck speeds, the weight of the craft means that you tend to bounce off the side of the track rather than spin out of control. But to get the most out of this team, you'll need to utilise all the speed-up kiosks on the track.

AC systems are also a good choice for the beginner as although they have a higher top speed than TESAR, the turning ability is superior, and it's possible to qualify for all six tracks with this craft.

AURICOM and QUBE teams require more careful handling, as both of these crafts are considerably heavier and are difficult to handle. But, they can reach greater speeds if handled properly, although they can be frustrating at first.

Generally though, the lighter crafts seem to fare better at the end of the day simply as the fuel is superior.

## AIR BRAKES

Unlike other racing games where it's possible to almost ignore the existence of the brake, success in Wipeout heavily depends on the use of the airbrakes. Proper use ensures that corners are swooshed around rather than crashed into. To use the air brakes properly, all you have to do is tap them – you don't need to hold the buttons down for very long. They're more useful for making tiny adjustments so you can keep to the racing line while also obtaining all the power ups dotted around the course.



## COURSE 1: ALTIMA V11

As this is the first track in the game it's not overly difficult, and was designed mainly as a training course for the rest of the tracks. Getting a turbo start on any of the courses is obviously a good idea, but the first part of this track is fairly easy - a hill climb with plenty of power ups along the way. It's probably a better idea to go for the speed up grids more than anything else, as provided you keep a good placing, you'll unlikely to find weapons a necessity in this level. As soon as you reach the drop, turn your craft over to the right to pick up the speed icons on the right hand side of the hill. There's two more speed ups just before a small jump; after the track becomes flat again. The second one is on the right hand side just before a small hill, which obscures a weapon on the left hand side. If you're careful, you can hit the speed up, then steer left to get the weapon as well - but, go for speed ups if it's a choice between the two.

After this section is another hill, and again, there's plenty of speed ups on the left hand side, although you'll probably get a better racing line on the right hand side. After this section, the track goes pretty flat enabling you to pick up most of the power ups off the floor. However, you'll soon find yourself in a tunnel inside a mountain. There's two sets of speed ups to be found here, one on each side, plus a final one on the left hand side of the end of the tunnel. As soon as you've hit this icon, apply the left hand side air brake and power slide over to a final speed up on the right hand exit of the tunnel. This will give you the added boost to reach the finishing line in a good time.



TRACK	ALTIMA V11
LOCATION	JAPAN
LENGTH	5.5KM
HEIGHT	130M
SURFACE	F3600 RACING STANDARDS

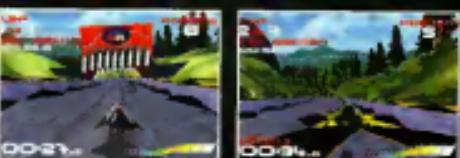


## COURSE 2: KARBONIS

Tighter turning is required on this slightly more complex course with plenty of hill climbs and more jump sections than the first track. There's more opportunity (or need) to use the air brakes ten, and as such, this race holds some very important lessons for later tracks.

At the beginning of the track there's a speed up on the left hand side. It's probably better to avoid this as it is situated very close to the wall. If you don't bother going for the speed up then you'll have more chance of cutting in on your opponent as you speed around this corner. There's two more speed up grids just ahead on the right hand side and if you manage to hit them you'll be placed in the best position to enter the tunnel. Once in the tunnel, position yourself for a right hand exit, then just before the exit position your nose in the far left corner and press forward on the joystick. This will position you correctly for the drop - otherwise you'll probably crash into the right hand side of the wall. If you follow this procedure, you'll hit another speed up.

After the small dip in the track, there's two speed ups on the right hand side of the track as it veers off towards the left. To hit these you'll need to use the air brake. If you aim straight for them you'll either rebound or crash. Following this section is a couple of jumps, both of which contain weapon power ups. There's another small jump after this, the best way to take it is to follow the racing line of the speed ups and the weapon areas, this path does mean that you'll be weaving from side to side, but you won't crash into any of the walls, meaning that overall, you'll get a faster time.



TRACK	KARBONIS
LOCATION	JAPAN
LENGTH	3.4KM
HEIGHT	10M



## TRACK 3: TERRAMAX

Again, this track is more complex than the previous two, combining hilly sections with treacherous straightaways. There's water on this track too, although its presence shouldn't affect your driving; this is the last of the "beginner" tracks and mastering the race is essential for competence in the next three tracks.

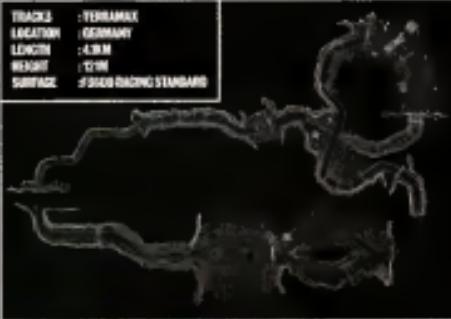
The first speed-ups on this course can be found as you begin to ascend the hill. The first is on the right, and the second is on the left. There's also a weapons box at the bottom of this hill, which you should try and pick up, as there should be a computer opponent in front of you at this point. Just after the start of the hill climb two speed-ups appear at the top of the hill, which are initially hidden from view. To pick these items up you'll need to move across to the left hand side, after picking up the weapons (the first small cluster section). As you descend down this bit, aim for the left for the first pick-up and right for the second. There's another speed-up on the left hand side just before the entrance to the tunnel section. Once inside the tunnel, there's a double speed-up on the left hand side, as the bend curves to the right. To pick this up, change your racing line after the double speed-up otherwise you'll crash into the wall. You'll also fly past a weapons grid which will be impossible to pick up unless you want to jeopardise your speed.

There's two speed-ups side by side as you exit the tunnel. Hit these in the middle so you don't slide off into the side of the bridge. After this is a double side-by-side weapons grid just before the jump. Again, try to hit them in the middle. Avoid the next speed-up grid as you'll probably launch off the side of the track unless you're very experienced with the air brakes.

After the jump there's a speed-up on the right hand side, so position yourself accordingly when coming off the jump. A triple speed-up awaits ahead on the right and as the speed boost dies down there's another weapons grid on the left. Both of these can be found just before the entrance to the canyon section. There's a fair few pick-ups in the climb of this section and more on the way down, so it's best to keep your craft guns low – there's plenty of computer players around here, so make sure you drop a few mines. There's another small jump section after this and as soon as you hit the top, you'll see the finish line, although you may want to shoot a few missiles at this point to clear opponents down as they try for the finish.

**NEXT MONTH:** Our guide to the three remaining tracks plus tips for the bonus Finalist track!

TRACKS	TERRAMAX
LOCATION	GERMANY
LENGTH	4.98M
WEIGHT	1.27TNE
SURFACE	SEGA RACING STANDARD



Some extremely careful handling is required if you want to place anywhere in the race.



Otherwise you'll end up in last place. As is displayed here.



# WIN!!!! EXCLUSIVE WIPEOUT MERCHANDISE AND A COPY OF WIPEOUT!

For the launch of Wipeout on the Saturn, clothing company Million Dollar clothing have collaborated with Paygnosis for a whole new range of Wipeout clothing. Although these garments will be sold in the shops, they will only be available in selected outlets, but luckily, we have loads of gear to give away to SEGA SATURN MAGAZINE readers. Plus, there's a chance to win one of the very first copies of WipeOut in the world!

## FIRST PRIZE (x5)

ONE WIPEOUT T-SHIRT AND

A COPY OF WIPEOUT!

## SECOND PRIZE (x5)

A WIPEOUT T-SHIRT!

## THIRD PRIZE (x5)

A WIPEOUT RECORD BAG!

## FOURTH PRIZE (x5)

A BOBBLE HAT!



To enter the competition, simply answer this question:

Q. Which famous design agency were drafted in to create the images for Paygnosis' WipeOut?

Just put your answers on a postcard and send your entry in to: Even games can be cool sometimes. SEGA SATURN MAGAZINE, EMAP IMAGES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU by April 20th. Normal Compo rules apply.

Incidentally, if you need any further information about the Wipeout range of clothing, call Million Dollar on (0191 326 7688) for your nearest stockist.

Also available at: Million Dollar Sports, 169 Kings Road, Chelsea, London SW3 1EP.

**TEKKEN 2 ON THE PLAYSTATION!!**

THE COMPLETE PLAYER'S GUIDE IN ISSUE 5! SPECIAL NAMCO EDITION ON SALE MARCH 29TH!

# MAXIMUM



鐵拳  
**TEKKEN 2**

TEKKEN 2 ARTWORK © NAMCO 1993, 1996

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# SEGA SATURN Review Index

Howdy looks - you look like just the sort of person who likes knowing whether Saturn games are any good or not. Well allow me to let you into a little secret. This magazine you're reading - *SEGA SATURN MAGAZINE* - happens to like that too, and as such they fill their mag with these things called Reviews. They're meant to explain clearly how good or bad Saturn games are. And this very page lists you all the games that are reviewed in this issue, and what pages they're on. Simply turn to the relevant numerically-labelled sheet and read. Couldn't be simpler. Just don't tell anyone I told you.

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SHELLSHOCK	76
VALORA VALLEY GOLF	78
SHINING WISDOM	80
GEX	84



72



74



70



76



84

80

**MY TANTALUS**  
PRICE ETBA  
STYLE RACING  
RELEASE MAR

What everyone wants to hear is that Wipeout is better on Saturn than it is on PlayStation. However, it's more relevant to judge Wipeout on its merits as a game in its own right, instead of being compared to a version on a rival format. Wipeout should be benchmarked alongside Sega Rally. So let's pretend Wipeout is a brand new piece of software which has never been seen before.

It's a racing game set in the future, where can have been replaced by nippy floating point

Wynona is absolutely smart. There's no getting away from it. It's dead fast, and cool and everything. You'll love it. Based you will. It's good.

It's a racing game set in the future, where cars have been replaced by nippy floating pointy vehicles, and normal flat(ish) tracks super-sized by fortuitously-meeting twisting roads littered with power-ups. Steering is as much on air brakes as rudder control. This is pretty obvious right from the off-set of the first track, which contains some harsh spill corners. The effect of swerving is not unlike a power-slide in a car racing game, but twists your vehicle at an acute angle very quickly (as you'd expect with a floating third).

There's no faulting the track design as each course has its own personality and unique hazards. This is the kind of game where everyone has a least favorite, yet numerous tracks, and

**It's the moment you've all been waiting for.** Except two months ago it had never occurred to you to wait. The **surprise Saturn release** of the Spring, but could it be that it's surprisingly bad? **Surely not?** Well read on, kids...

there are certainly plenty of them to choose from.

However, compared with Sega Light Phaser, the graphics are slightly on the grainy side and the update is maybe not so swift as it could have been. That's not to say it's slow and jerky and has massive clipping troubles, because none of these statements are applicable. But the Saturn is capable of better and this we have here. It's not a major gameplay fault, because Wipeout is still a fast and addictive racer with a refreshing slant to the action, but it does hint at programmed laziness in the final stages of evolution.

The only real complaint we can level at the actual game mechanics is the handling of the skimmers, which sometimes seems a little heavy considering these vehicles are supposed to be floating above the ground. However having never driven a real floating racing car perhaps that's just being pedantic.

In its favor, Wipeout exhibits all the hallmarks of a classic. It's easy to get into although the later tracks require quite some expertise just to complete, never mind triumph over. The controls give you a fair amount of skill potential to grow into without being overly fussy. Heck even the music isn't so bad if you're into all that techno business. Shame there's no split-screen two-player mode, really because it's a perfect title for such carnivals on.

All in all Bitpilot is a fine figure of a game, worthy of a place in your software collection sporting some excellent visuals and a lengthy challenge. It is take some beating before you even graduate to the higher skill level Jupiter Class tournament. So stick that in your pipe and smoke it.

And is it as good as the PlayStation version? Not quite. The transparency effects are inexplicably less impressive and the music isn't quite so hot, but the game play has survived in perfect condition.

10



AG SYSTEMS™



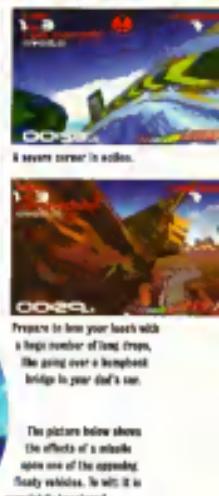
There's a first-person perspective and everything. In fact, the game is best played in this mode as it adds to the most-exciting freneticism of the action. And action there is, in plentiful supply. You wouldn't believe what a polygon can do, and it moves.



# wipEout



Look at that picture to the right. It's nice. And you should be smiling. It's a waste.



Fast and absorbing, Wipeout lacks the need-to-realise of Rally but delivers heavily in general fun stakes. Definitely worth checking out.

	graphics	sound	playability	testability	overall
graphics	91				
sound	88				
playability	92				
testability	91				
	92%				



## REVIEW

BY	MAGIC CARPET
PINTER	£44.99
STYLE	SHOOT 'EM UP
RELEASE	APRIL 11

ut that's not necessarily a bad thing. Especially when some of the titles being converted are among the best PC titles around. In fact, at its time of release, Magic Carpet was not only the best game around; it was the most original too. And instead of plimping for the obvious lets just get the conversion out of the way option, I've had to take the game back to the drawing board and made essential changes to the title.

For example, in the Saturn version of the game there's 75 levels as opposed to the 50 found in the PC version. There's also a more friendly spell casting system and even a new spell to mess around with too.

But in a way that's all by the by. If you haven't already played the PC version, why should you care about a few extra levels? Magic is a console arm, just expect the world on a plate NOW! So it's just as well Bullfrog decided to include

everything they possibly could.

Anyways, as a conversion, Magic Carpet is actually very good. As a game in its own right it's a ringer or brilliant. The basic aim is to whiz around on your magic carpet, building castles and killing enemies in order to restore the world's power equilibrium. But of course, when you're playing the game, it doesn't feel as though you're part of a moral army of anything. Nope, you just want all the power for yourself and all the other wizards in the game deserve to die.

To gain more power and expand a castle, balls of mana must be collected. These are distributed whenever enemies (usually in the form of huge slugs, dragons, bees or bats) are destroyed. Mana can also be stolen from other wizards (hang around while they're busy blasting enemies) and transported back to your own castle. This is done via the balloon which comes free of charge with every new castle. Of its own accord it will fly about collecting the mana and depositing it into your castle. Once enough is collected, you'll be able to expand your empire and ultimately take over the world!

In all there's 75 worlds to conquer and after the first few levels have been completed, the action becomes quite difficult, with enemy wizards stealing your mana at every possible opportunity. However,

Despite being the most popular console in the UK a couple of years back, the Megadrive certainly missed out on a good few top quality titles. It just didn't have the power to handle them you see. But the Saturn, that's a completely different bundle of bits. It can handle anything. Which is why all these PC hits of yester-year keep appearing on it you see.

there's plenty of spells to discover which counteract the difficult nature of the game, and if you're in any way partial to a bit of strategic type blasting, there's no doubt that Magic Carpet will suit you down to the ground. And if it looks like anything is going to go by it's certainly up there with the best Saturn releases of the day. I'm still a bit dubious about those very convenient 'inert' effects which do a fine job of dignifying the poor screen update, but for the most part the graphics are really impressive, featuring huge sand bugs, detailed bonus towns and plenty of varied landscapes. Music-wise it's pretty sparse, but it seems as though this is the way the music guys wanted it - Aladdin-style snake charmer music suits the action down to the ground.

In fact, in every department, Magic Carpet is a quality and engrossing release. The only disappointing feature is that there's no link up option or two player game - which was one of the best features in the PC version. However, the fact that this has been replicated on the Saturn in most of its original glory is reason enough to buy the title, although it should be pointed out that instant gratification fans may find it a bit tedious to begin with. But don't worry about that - it soon grows on you.

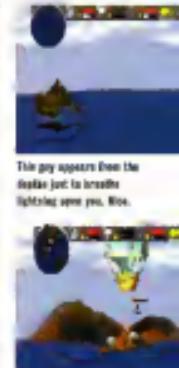
Of course, Magic Carpet remains an original concept on the saturn, and although there are games such as Firestorm that you can readily compare it to, there's no doubt that this is something of an essential purchase for all techno hungry Saturn owners. A top quality title indeed.

SAM HICKMAN



Quick! Get that ball of mana now, otherwise that thief is going to pilfer it! And watch out for the undersea benthos too, otherwise you'll end up getting hit!

An angry wizard prepares to attack your incense. Be sure off with fireballs,



**REVIEW**

# Magic Carpet



## SWINGS AND ROUNDABOUTS...

There's much menu hacking to be conquered in Magic Carpet, and it has to be said that when first playing the game, it can become a bit tedious. In fact, to even up down a castle (which is the first thing you'll have to do in the game) you need to pick up a spell, access your menu, highlight the castle, exit the menu, find a suitable venue, then shoot the spell to make the castle appear. Oh, and don't forget to access the menu again, change it to a different weapon, exit the menu, then fly on your way to more menus.



Your castle is under attack! Find the culprit immediately, or he could blast it to the ground!

Witches are fairly easy to destroy, but they're also very irritating.

An original concept that will suit most gamers, with a high challenge and some of the best flight-graphics yet seen on the system.

graphics	89
sound	82
playability	90
usability	90

**overall****90%**

DE	CAPCOM
PRICE	£44.99
STYLE	FIGHTING
RELEASE	APRIL

Wearing their primitive primate tendencies on their sleeves, the Alpha males (and females) of the World Warriors crew are making a welcome return to the home gaming scene. Are they still top banana?



© CAPCOM LTD. ALL RIGHTS RESERVED. SF, SFII, 1981, 1984, 1993

**S**treetFighter II is the Richard and Judy of the videogames world. It's hard to believe it's been around on the scene for so long and still retains such fervent popularity with the same audience, whilst still picking up new fans along the way. Indeed, it's over five years since the launch of the original Street Fighter one-up, and since then we've seen approximately ten hundred billion different updates and conversions of the game spreading themselves across arcades and home machines the world over. Since StreetFighter I was first launched the Ayatollah Khanover has died, the Criminal Justice Act has been passed into law and Easttimor has started showing three times a week, indeed, the only certain certainty of the last half-decade has been that Capcom would never get round to releasing a possibly myth-busting StreetFighter 3. But, perhaps realising their rather slack attitude concerning a new Street happening, Capcom have finally presented fans with a much-requested follow-up. Although strictly speaking it's a leap back into the mists of time, set just before the events of the popular sequel to the unpopular and completely forgotten prequel, it's called StreetFighter Alpha and it features characters from both previous SF games, along with participants culled from old Capcom Fighting games such as Final Fight, and a sprinkling of all-new choccy practitioners to further the audience-drawing longevity of the series.

But, it's not just the newcast that makes Alpha a departure from the classic SF format. This game has a totally new graphical style with far more anime-esque characters and a far smoother animation. Indeed, the animation warrants a special mention, as it's far more realistically three-dimensional than old StreetFighter. Gone is the walking on slippery ice effect of yesterday; these new fighters walk, fight and fall with a believable depth (for a 3D game).

The split-screenness extends far beyond the reach of mere mental graphics, too. The game speed has been upped, forcing quicker thought and reaction. There's a bunch of new gameplay options, including a



smart Training Mode which allows you to practice new combo and tactics against an inanimate dummy opponent. And each of the existing SF regulars folks have been redesigned with new moves added and familiar ones subtracted.

If you're a bit worried that all this sound snifter-free removed from the familiar SF concept you know and love, fret not. All the legend-establishing characters are in place, but they've been nicely augmented for the modern gaming climate. The action quotient is up and there are far more impressive special features and visual effects to keep the eyes occupied.

As a game, there's not much you can fault. Alpha on the graphics are great, the sound's great, it plays very well indeed and it's tough enough to keep you going for ages even without a second player to hand. However, Capcom have done themselves the disservice of putting this pretty much head-to-head with X-Men, which is (albeit only lightly) the better game, thanks to its wealth of extra new features, such as the Vector Theory properties and Create a Combo rule.

Fans of Alpha have basically got the moleskin a pretty much arcade perfect conversion, and we'd thoroughly recommend getting hold of a copy. Rainweather fight fans, however who are merely shopping for the best 3D face-puncher on Saturn, would probably be better off with Children of the Atom.

#### RAD





# STREET FIGHTER ALPHA



That below rockin' he's hard, but he looks like a real girl to me with that peacock face.

PRESS START



Isn't it funny how Chun-Li could throw fireballs in this prequel, and then forgets how to do it in Street Fighter II, and only remembers the technique a couple of games later in Street Fighter: Alpha? Anyways, here she is taunting Sodom a thing or two.



Ryu looks as if he is in rare moment of fireball development intensity. Only is the power of heat!



One of the many gorgeous super moves to fall victim. Sodom's is for a heating.



Absolutely ace, one of the best beat 'em ups written in the history of the world ever. A certainty for pride of place in your beating legacy unless you've got X-Men already.

	graphics	sound	playability	lakability
graphics	93	92	93	95
sound	93	92	93	95
playability	93	92	93	95

overall

93%

BY	CORE DESIGN
PRICE	£79.99
STYLE	SHOOT 'EM UP
RELEASE	APRIL

Yo dude. Word is, your ass is going down. And don't expect your homies to stick by you. Nope, they outta here. Hoo-ee are you in a whole lotta trouble. I'm telling you, in Derby, we ain't up for no Queens english. We talk like we from the Bronx. And if you ain't into that jive, we pump some rounds in you with our AKs. Word up.

**D**erby is in fact the home of Core Design, masters of the Mega-CD, pillars of the Sega Saturn. They already have a couple of Saturn titles to their name – *Thunderhawk* and *Virtual Golf*. And actually, they don't talk like gangsta rappers at all really; in fact, they're all very well spoken, thank you very much and they all clean behind their ears every single day too. So there you go.

But, even though they're all quite posh, they do know about everyday life on the street. They really do. And it's all because they've created *Shellshock*, a basic tank game with attitude and plenty of streetwise. Set in an age where law has broken down, vigilante groups take to the streets to curb evil groups in tanks hell bent on destroying just about everything. The atmosphere is very LA-esque with sirens galore and plenty of bleak, bland landscapes.

Of course, you play the looks with everything lit up in the adventure and take pole position in the tank, bashing every enemy that dares to stray into your path. The area which the game is played in is actually quite enormous and the player is able to clash and crash their way through the levels in any way they like (avoid the water otherwise you'll drown) with an on-screen radar alerting you of tanks in the area. As you'd imagine this is initially a brilliant laugh especially as your tank is able to reach quite a respectable speed, feeling more like a hovercraft than a cumbersome heavy thing.

However, it's after only a short time that it all becomes rather dull. And contrary to the designers' hopes, all the horne honks and moan cut-intruders don't make for a boisterous atmosphere at all. In fact, they have a tendency to become rather irritating – the

characters' mouth movements don't match up to the dialogue at all and the accessing time between conversation responses is quite painful – you can actually hear the CD whining away while it's attempting to access the next part of the conversation. Plus, the voices and dialogues chosen are a bit weak – most ladies about the origins of *Blade Runner* read out by Trevor McDermott doing karate. But in a way that's all by the by – just a mere extra to the stonking game play, yes? Eh, maybe.

As *Shellshock* was developed by the same company who brought us the stinking *Firestorm* (see my review, it's only natural) that we expected something a bit special in *Shellshock*. However, the finished goods are a bit on the average side. While the landscapes are very thin urban (there's not much detail on them) and the music used on each level doesn't add much of an atmosphere to the proceedings. Plus, although there's plenty of tanks to unlock your mighty power up, it feels like there's not much flesh in each level – as if there should be something more to complete. Also, your navigator only seems to relay information when you're hit by something, making the game's atmosphere seem rather flat.

But, at least this is an attempt to bring a next-generation blast 'em up to the Saturn. And if people not too bothered about the exact movements of a tank or replicating authentic sounds of shellfire and warfare, then *Shellshock* could prove to be a worthy title. However, it's not in depth enough for universal appeal, and could have done with a much more chaotic atmosphere with less emphasis placed on attempting to be cool – an element which has given the game a rather cheapy aroma.

SAM RICEMAN



In the later levels you'll also get to burn a few choppers – although they're much more difficult to destroy.



As soon as you run a tank, meet it...



...before it blasts you. Sounds scary but it isn't.



This is your mission briefing, although it's not half as complicated as it looks – just about everything you see.



Once you stray into the crosshairs of an enemy tank, it's very difficult to get out of the way – the best thing to do is reverse, while shooting for all you're worth!

# SHELLSHOCK

**REF: We've been hit! Let's get the fuck outta here while we still have our head!**

**A good blaster which lacks any real depth, resulting in limited instability.**

graphics	78	overall	70%
sound	79		
playability	71		
Instability	70		

**WEAPON MODES**  
FIREARMS, GUNSHIP, HELICOPTER, AIR CRAFT

**WEAPONS**  
GUNSHIP, HELICOPTER, AIR CRAFT

**VEHICLES**  
CAR, HELICOPTER, AIR CRAFT

**MISSIONS**  
100+ MISSIONS

**CHARACTERS**  
100+ CHARACTERS

SY.	VIRGIN
PRICE	TBA
STYLE	SPORTS SIM
RELEASE	TBA

Golf is experiencing a bit of a Renaissance on the Saturn at the moment. **Valora Valley Golf** arrives determined to shake the whole genre up a bit, but bearing some remarkable similarities to one predecessor in particular. Is it a success? Or are we looking at a bit of a recycling trick?

**G**olfers have been arriving quite frequently to the Satanic of late. We've had Pebble Beach Golf World Cup Golf, Virtual Golf and now, bringing the whole gauntlet full circle is Valora Valley Golf, a game that uses the same basic engine as Pebble Beach. Don't let that put you off too much though because rather surprisingly Valora Valley Golf is quite good fun. Admittedly some of this might be

in its unintentional cheeriness what with golf balls that turn into tornadoes and courses that see you negotiating laws of law but these idiosyncrasies aside this is golf in its traditional guise and it works quite well using all of the same techniques as Pebble Beach Golf including stance, iron style and so on, yet avoiding some of the more glaring flaws in its predecessors gameplay.

The main event is to speak at the Devil's Open which is an 18 hole journey into some very

challenging and bizarre courses that see you walking your way to a green sitting on the plateau of a mountain or a green based on an island or negotiating valleys and nasty sand traps or trying to weave between huge concrete pillars. Valora Valley Golf runs the risk of being a little too eccentric but it manages to avoid becoming frustratingly difficult by balancing the bizarre with the standard course characteristics like the fairway's tough and the traditional green (if a little more bumpy at times).



A stream is in the middle of the course which makes it an arduous task to get to the green in one shot.

As has been mentioned, the control method in Valora Valley is basically identical to Pebble Beach Golf. This means that you'll need to make the usual adjustments for direction, choosing clubs and preparing your stance. When you reach the green a grid appears to convey the contours and then the familiar little info box telling you the distance and slope. What's different is the power bar and it's something that seems a bit confusing at first. Rather than display the yardage of a full power strike, all it has are four mysterious bars. The cyclone warp, perchance? As you soon discover, these come into play when you hit the power bar just right. Hit one of these on the return and you'll pull off a special shot. The lack of ability to gauge how far your shot is likely to go seems frustrating at first but you quickly get used to simply using your eye to judge exactly how much power is needed.

One of the disappointments of Valora Valley Golf is that there are no other courses to choose from. Whether you're in the Open, in Skins Play or Tournament Play, it's the same 18 holes. Another is the rather useless choice of four golfers — two male, two female — whose different attire and hairstyles are poor substitutes for the fact that they all play the same. Even more pointless is choosing your caddy although it's quite amusing when they pop up offering a cheeky grin to offer you a compliment like "Nice par" or "great drive".

Valora Valley Golf doesn't quite match the more playable Virtual Golf but because its courses are more unusual and thus more challenging it gets the better of the other golf games currently available on the Saturn, including its earlier incarnation, Pebble Beach Golf. Not a classic by any means but golfing fans with an eye for something different, or even golfing fans with a taste for the Satanic, will be sitting at the 18th hole satisfied.

100% SATISFYING



As the flames look higher in the distance, can you customise size, redness/pink and whether to use a few irons?



Alone in the very smoky and smoky hole 18 if you're a daredevil you'll risk going for the short cut through flames.



New 4 sports cars of the humpiest grouch you are ever likely to see. You're going to have to make some inspired judgments here I am tell you.

# Valora Valley GOLF

## POWER OF THE DEVIL!

Want Psycho? Cyclone? Fire? What does all that mean then? It is in fact the Devil's own supernatural talents coming into play. If you hit the power button just right, then one of these super shots makes itself available. With fire, the ball spontaneously combusts and dives through anything in its path. With cyclone,

the ball does much the same thing except it travels along the ground. Psycho sees the ball thudding although what exact difference this makes is a bit of a mystery. Probably the best of the special shots is warp which causes your ball to disappear only to rematerialise on the green. Getting the knack of using these specials takes a bit of time but when you do it offers you tremendous advantages.

Hole 1  
Putt 240y



Jackson

1st stroke

544 yards

7mph

Hole 1

Putt 240y

One thing that golfers are never short on is an ability to find the most tasteless name of shooting in the entire galaxy. Cooper here plays it conservative with his first shots.

BALANCE PLAYERS

Player 1

1st stroke

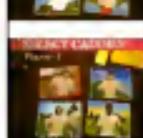
163 yards

5mph

Hole 5

Putt 300y

This hole is flanked by holes on either side making a straight drive essential. If you end up in the water you drop a shot.



Once you're on the green a map with the greatest red distance automatically appears. You're going downhill here as it'll have to be a gentle putt. The grid shows key bumps that you would otherwise be ignorant of.



Not the best of the golf simulators available on the Saturn but an amusing game, helped by a sense of originality.

graphics	78
sound	75
playability	73
lastability	72

overall

74%

BY	SEGA
PRICE	£79.99
STYLE	RPG
RELEASE	APRIL

The famous Megadrive series makes it to Saturn. But is the Shining concept getting a bit long in the tooth (ha ha, tooth, wisdom, you see)? Or could this be the first popular Megadrive range to make a sensation on Saturn?

**A**s soon as the Saturn came out, many of us over here were swamped with letters asking after the prospects of favourite Megadrive brands hitting 32-bit. Sonic, Streets of Rage and Shining Force being the main three points of interest. Well it was only a matter of time before at least one of them managed to make the transition, and this is the end result. Not just another Shining Force game, this is a re-vamp of the Shining Formula.

Set years after the events of the previous Shining games (like anyone really cares about the time frame), you play the son of a great (and dead) knight, ready for his first day at the office. After nobly decking your aged grandfather over his own beans, it's time to guide the wannabe warrior to the king's castle avoiding or attacking the roaming beaters along the path. It's in the process of decking said roaming beaters that the player notices the first advancement along the Shining path. The combat system, once consisting of war game style actions of previous Shines has been replaced by a more arcade friendly press and slash goings-on. Immediately this increases the pace of gameplay about a hundred fold. Which means there's more time to concentrate on that all-important component of any decent RPG: the plot.

Obviously this could be a bad thing. After all, if you couldn't give a stuff what happens to Gothic and his lives you're unlikely to even wade through the realms of fate. Let alone tackle the puzzles in a game like Shining Wisdom excels here on two levels. For starters, the plot is fast moving and intriguing enough to sustain your interest; and secondly because there's such a huge degree of interactivity. Non-player characters do what's on a far basis as you'd expect, but in Shining Wisdom you get given the chance to reply (in affirmative or negative terms) to all their questions. This means you've got more scope to change the direction of the plot than by whether or not you won a battle or find an object. Basically this has transformed



the more strategy based Shining engine into a more in-depth role playing animal.

Brilliant Shining Force fans shouldn't be disappointed - after all the series began life as a first person perspective dungeon exploration game called Shining in the Darkness, which was crap. And it was the first game I ever reviewed in my life, so I know What Wisdom represents is the kind of step forward required to take Shining games into 32-bit.

Obviously if you're a die hard anti-RPG camp-ganger Shining Wisdom has little chance of converting you. It hasn't got the amazing graphics of DO or the gore oriented sequences of Scatterer to tempt the more vacuous thrill seekers over. But it's nowhere near as sedate as it believes. The plot evolves rapidly, there's a lot of running around and fighting monsters and very little waiting around. Even reading important clues and bits of plot is made more fun by being able to speak to the other characters (a bit).

Hopefully this is the first of many Shining games to let the Saturn in the future as it is. Though perhaps Sega could attract a wider audience by bringing out titles based on the same engine but without the almost pause worthy in screechy farfing about that puts a lot of players off.

BBB



*Trev, do me a favor!  
Before you go, please show  
me your Acceleration skill.*



**From what I've gathered of the rumors, there's something wrong with the Princess we're guarding**



*That red-headed sheik is you. This game would be better if you didn't play a sheik.*

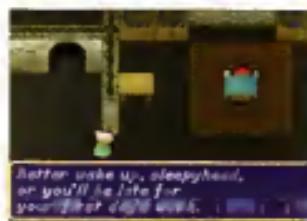
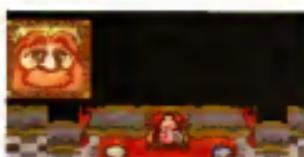
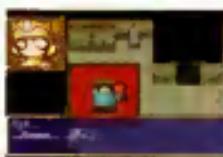


*Even the villains in Shining Wisdom look sweet like this little hoodwinked sht.*





Despite its overall rating, some moments in Shining Wisdom are a bit odd, like these growing jaws of Leviathan.



Remember kids, it's very brave to always say 'I'm sorry' for giving away the best parts in sets of mostly positivity, but this that's why they're kids who are eaten by monsters for nothing.

Oh my God! Shining Wisdom features an even flashback scene where to break out hard-working members of the Solaris Mag team all you need to do this video.

Better than having your fingers screwed to a table by a long chalk.

graphics	72	overall	88%
sound	78		
playability	91		
lastability	93		

# CHECKPOINT 2...

## PREVIOUS LEADERS WIPED OUT COMPLETELY BY NEW HYPER RACERS!

**T**he heat is on! Poor old Leonidas Davenport, last month's leader, won't be a bit upset this month, because he's not even in the Top Ten. In fact, his old three all-podium-hunting streak is rather pokey in comparison to some... and these Hyper mode blasters' scores of which have knocked an incredible five records off the previous month, they've had records removed from the previous chart, mainly enough in exactly the same position after cutting his time back quite severely. But we know you can all do better than that. There's still a couple of months left for you to get your medals in, so get to those joyrides and get cracking!

### TIME ATTACK RULES

Since the last issue there seems to have been a bit of confusion over the rules for the Time Attack. So we're going to explain them again just to clarify the situation. We've got one race, which is comprised of your times for ONE LAP of each of the first three rally courses. You MUST play the game in CHAMPIONSHIP mode, NOT TIME ATTACK. NOT TIME ATTACK - get it? This means, playing one or three laps, taking your best SINGLE LAP TIME for each course if it is three-lap mode. DON'T RESTART. The times you end up in have to come from one consecutive game, not just the best three lap times you could get over the course of about fifty goes.

But we're not totally heartless. We will allow you to use the HYPER MODE and STRAINS if you think you're up to it. And while we're about it, when you're adding up your times, remember that there are only sixty seconds in a minute, so no use of this ratio go that we've been having, which you may think is a good time, but is in fact crap, standing as it does at a mere chronologically correct 3.00 go.

Right, once you've got your best three lap times for the first three courses in CHAMPIONSHIP MODE WITHOUT RESTARTING, add them up, pop them on the back of a postcard and send them off to the following address - SEGA RALLY TIME ATTACK, SEGA SATURN MAGAZINE, FROG COURT, 30-32 HARRINGDON LANE, LONDON, EC1R 4HS. To arrive NO LATER THAN APRIL 2ND.

Remember that you're going to need video evidence of your conquest if you want to win, but DON'T SEND YOUR VIDEOS YET. And please don't ring us up asking the latest times, because it takes an about two years to sort this thing out as it is. How would you like it if we kept ringing you up every few minutes to ask what your fastest time was, eh?

**FIRST PRIZE:** FREE SATURN GAMES FOR A YEAR, A SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!

**SECOND PRIZE:** TEN SATURN GAMES AND AN EXCLUSIVE AM3 SEGA RALLY JACKET AND T-SHIRT!

**THIRD PRIZE:** AN EXCLUSIVE AM3 SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!

### TIME ATTACK TOP TEN!

1	Dean Williams, Doncaster	5.0036
2	David Lester, Bristol	5.0037
3	Jon Pharaoh, Wethersfield	5.0038
4	Mike Pegler, Bristol	5.0041
5	Tom Williams, Swansea	5.0042
6	Mark Bates, Wrexham	5.0048
7	Ian Davis, Eastbourne	5.0077
8	Alan Holt, Burnley	5.0083
9	David Parker, Marlow	5.0108
10	Nell Christian, Leigh	5.0109



OK, OK, I admit I might be a bit biased, but I'm not the only one who's been getting excited about the changes in the rules and the new Hyper mode. However, the majority of the drivers we've been reading aren't following the original rules we had as they stand but are changing them. In any case, being able to make the Hyper mode cheat makes faster times and more hardcore racing, so anyone who isn't up for it must be a bit silly really or something. But once again, one suggestion and gone. Ta-ta!

YOU'VE GOT THE GEAR, NOW YOU WANT THE ORIGINAL, THE BEST AND FRANKLY THE HIPPIEST SEGA MAG. MEAN MACHINES. SORTED.

#1	SHELLSHOCK	Star Fox 64 (original version from GameCube)
#2	LOADED	You will never when you play it the pleasure will ever stop
#3	ULTIMATE MK	This is the kind of controller you'll want to keep strapped to your arm
#4	DARKSTALKERS	Muscle

#5	PANZER II	Playthrough The original game on the PC
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# Gamespotting

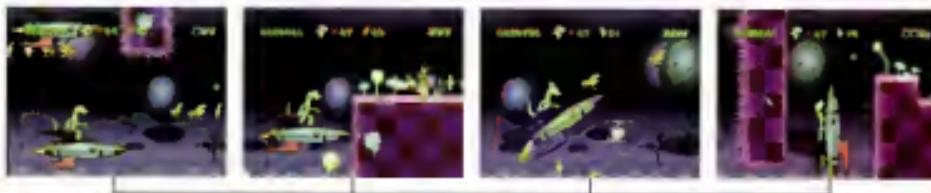
From the makers of Mean Machines

DUE TO ARRIVE 04:04:96

Selling you...

BT SMC  
PRICE ETBA  
STYLE PLATFORM  
RELEASE TBS

Life as a platform game is proving quite treacherous on the Saturn. **Expectations are high** but the realities are far from it. Rayman's performance was **lack lustre** and Johnny Bazookatone's was utterly disastrous. Can Gex perform **up there on the platform?**



**T**WY Yaa, I watch it now and then. Let me see, I'm up at about half past eleven just in time to catch the last of This Morning with Richard and Judy and when that's finished I switch over and watch Poldark or whatever it's called these days but it doesn't matter so long as it's got Alan Titchmarsh or Phillip Riley in it and I watch the one o'clock news, followed by Neighbours and then it's a quiz show like Turnabout or Chain Letters and after that there's a bit of a bitumen patch for a couple of hours unless I'm prepared to watch some of the early Digital Australian soap like A Country Practice or The Young Doctors and then things heat up again with the late afternoon quiz shows switching from one on BBC to a headed by Paul Cello to another Countdown or Fillian to one, depending on which is running, and after that it's time for the Neighbours repeat and then the news and then the anchoring schedule starts and ... Blah Blah. The Blah Blah, *Canberra World*.

Sad isn't it? But TV slackdom is an easy thing to fall into, and in the case of *Cox*, such apathy has cost him dearly. Sucked into his TV by a mad-meat professor, no doubt out for retribution for the wanton flesy the voracious geek has eaten at *Jaggin's*. Cox finds himself wandering through platform worlds in search of a way out. The great irony of course is that all the routes of escape depend on the very TV and remote controls that seem to dominate Cox's dreams.

On this plot introduction alone you are no doubt already beginning to make all of the usual assumptions regarding a platform game and, unfortunately,

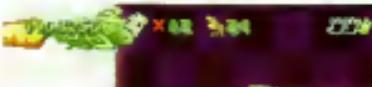
they're all likely to be right. *Geo* is a platform game that offers nothing in the way of originality or surprises. The action is set out over several worlds, each with its own theme like Graveyard world, Jungle world or — wait for it — Cartoon world. *Geo* has to find remote controls to access new levels, beat up foes with his tail or tongue, collect golden files and power-ups and generally go about playing the game by the book.

In an attempt to jazz up the gismo, Gez features lots of wacky samples from TV and films, putting the band on the cultural pulse so to speak... in an effort to give him an air of credibility. Instead, Gez comes across as a character locked in the supply and dated world of the bodacious club. His another example of

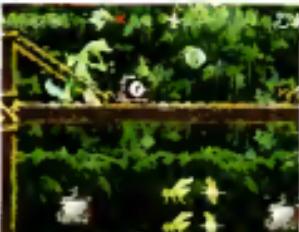
how Gao succeeds in missing the boat, a boat incidentally that ought to be making its way to the less democratic shores of Africa.

To reduce the balance slightly I suppose I should point out that the graphics and animation are polished, that the game moves at a decent pace and that it's certainly playable, but while this is all true none of these things make up for the utter predictability of it.

like Johnny Buzzcockstone before it. Gex looks out of place on the Saturn. That's not to say that platform games have no future in 32 bit gaming; rather that success is mediocre as this game has no place anywhere.

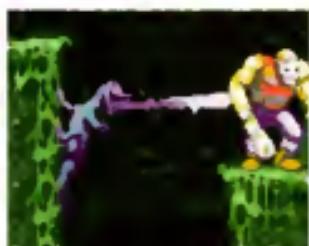
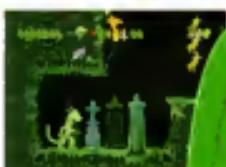


Standing atop a skull raft, Gee is given to extolling his highly predictable and instantaneous destiny. And some of the TV's are based in cities! What a perverse disease.





# GEX



A run of the mill platform game with a rather tame hero and very predictable gameplay. Fans of Johnny Bazzocktane will probably love it.

	graphics	60
	sound	65
	playability	64
	lastability	58

overall
62%

Gex comes face to face with one of the game's exceptionally odd characters.

# LAKESIDE COURSE

The Lakeside Course features more twists and turns than any of the others, and a special mention must be made of the road width: this course features the tiniest trade ways of all and your powersliding must be exact; there is no room for mistakes! Once again, DAVID HODGSON is your guide.



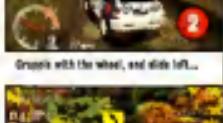
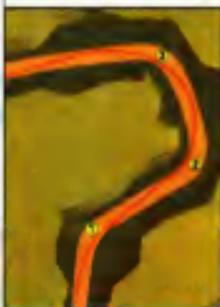
VETERAN ROAD KNOWLEDGE

1995

ADVANCED DRIVING CLASS: PART 2

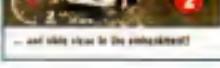
## LAKESIDE A

After a swift punt along the initial straight you must position yourself on the left of the track for the first, easy right. Stroke the right embankment before weightshifting up and sliding towards the left. Swing your vehicle around in a powersliding frenzy so you almost clip the side of the tiled bend before driving to the right-hand wall and positioning yourself up for the second set of bends.



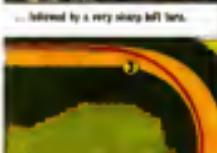
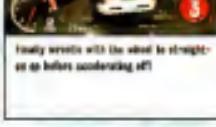
## LAKESIDE B

A narrow and fiendishly twisting road. Swing left before righting yourself quickly to take the slightly sharper second corner. Shift from right to left and then head for the left bank, always powerslide completely around the left turn in the road.



## LAKESIDE C

You must take the next corner extremely wide, hugging the left before switching to the right, almost immediately now comes the fun bit... as you must really rocket around the second section in one huge powerslide. This really separates the professionals from the amateurs, as any deviation from this racing line could lead to a spin out and a nasty spot of buffeting around the raised embankments. Then it is onwards through the next straight... to victory!



# ADVANCED DRIVING CLASS



## LAKESIDE D

From your position on the right hand side, a small skid is all that is required for the first corner and then you must drive along the right side of the track before a sharp slide followed by a brake to right yourself. Once completed, there's a rapid straight to follow before you encounter another difficult turn.



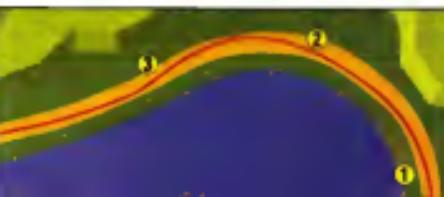
Followed by a rather sharp right turn.

## LAKESIDE F

You must fly round this long left hand corner with only the thought of winning on your mind. Start your first powerslide in the middle of the road and continue with the tip of your hornet nesting the left constraint. Then swing out slightly to the right for the final left hand turn.



...and then keep on turning and sliding!



Approach the bend at top speed...

The result of a long straight to cross now!

## LAKESIDE E

There are only two problem sections, but the narrow roadways mean that extra vigilance and care should be taken when approaching both corners. A rather natty sweep around the first corner to the right followed by a supremely confident left hander is all that's required.



No time to view the scenery! Hang a right...



Before the start of a huge sliding left!

## LAKESIDE G

Almost there, just four more hairline corners to weave between and the first two are of the usual difficulty. As usual, approach the corner wide, and then swing round in a powerslide of doom so that it is bullet-touching before performing yourself for the next left hander. Then an intense powerslide on the second bend before the final corners are taken.



A quick touch of the brakes and then steer it towards the pretty blue lake!



Lean out next to the wall, but don't hit it!



A right, second bend before a swing wide.

## LAKESIDE H

For every corner there should be a sort of gear changing that accompanies every bend (use our screenshots as a guide). After your shilly-shally through that final section of the track, the finishing straight opens up in front of you! Go for that win!



Use the same skill as for Lakeside G



SEGA EURON

The path to true Virtua Fighter 2 mastery continues in this - the third instalment of the continuing VF coverage. In this month's section we take a look at three of the most popular characters in this incredible fighting game. First up, we have the drunken master himself, Shun Di - followed up by the Bryant siblings, Sarah and Jacky.



## SHUN

**T**he key to mastering Shun is to learn to control his huge range of unpredictable moves. Although he has a gargantuan amount of special moves at his disposal, it's actually his basic attacks that are often the most effective. This is because the special moves tend to be very slow to execute and easy to block. A user is forced to keep his timing impeccable - it looks bloody good and does a fair amount of damage, but Shun advertises this movement so effectively before he does it that it's easily blocked - or worse still, countered again.

The key to Shun's victory is to learn how to get the best out of his basic moves (most of which are in the basic attack list we printed in SEGA SATURN MAGAZINE Issue Three). The great advantage with these moves is that Shun effects mostly moves from one level of height to another. This of course makes forming an effective defence against him much as difficult - opponents are confused as to whether they should be crouching and guarding or standing and blocking. These moves are extremely simple - most of them are simply one joystick movement followed by either punch or kick.

On this page, we have constructed a few combinations for you to practice. They aren't really that difficult to master and they certainly aren't in the same league of difficulty as the special moves. However, remember, they're just that - they're not special moves. Shun's masterclass is that he can master his weapon attack, down to an arrowhead-like strike. If you're not too sure about this, you can always follow up if it hits correctly and it hits home, you'll know what you've done. Mastering your strikes with even



## Virtua Fighter 2 Masterclass

### A WORD ON AXIS STRIKES

Shun is only one of two characters in the game who has a range of 'axis' moves. These attacks take advantage of the depth of field in the game and allow Shun to move "in and out" of the screen. These moves are not really attacks in any sense of the word - they're best described as dodges, which enable you to avoid an opponent's attack and instantly respond. These moves are initiated using the G button along with either downward or left/right attack.



Top left: Shun Di's 'axis' move, forward-forward G strike.



Bottom left: Shun Di's 'axis' move, forward-left G strike.

TIPS



Just like this kick from a standstill can send an opponent flying, take your kicks as a combination.

To follow up this attack with a knee strike, I have to switch to 45, which always hits after a good kick.



# *Double Fighter 2*

SARAH BRYANT

Two characters were clearly superior to all of the others in the first *Street Fighter*. The first (and indeed the winner of the tournament) was the mysterious Lee Chan. Following up quickly hydrocyclics with *Death Blow*, he was the acknowledged tool of the master at *Symphatico*, who sent him to the States to kill off her brother Jacky. Still in the lead of the tournament, she was soon marshaling some even more powerful techniques for *Round 2*.

Lee Chan's abilities of speed and button press combinations (especially initial button presses) in oppositions. In this respect, she'll still way better than Jacky (who has lost his budo-ken powers). Her reliance on button press combos is something that I'm not too fond of, as it's not very interesting to watch. However, now it's something of a disadvantage. In the first game, Lee Chan's button press combos and these were little Karate could do about it. In this game, it's worse. Lee Chan's button press combos and these were little Karate could do about it. In this game, it's worse. Lee Chan's button press combos and these were little Karate could do about it. In this game, it's worse. Lee Chan's button press combos and these were little Karate could do about it. In this game, it's worse.

**Baiting and staggered conversations:** Sarah achieves very similar results at this regard. In fact, exactly the same species (pear enough) are usually conversation allies. These allies (allow for staggered conversations for them) are equally effective, although Sarah's more frequent moves and speed allow for slightly more efficient play.

The next problem you *still* might accidentally need to overcome is predictability. The temptation is to stick to tried-and-tested techniques, but this just leads to your attacks being easily countered. Go back to your basic moves but start again, learning how to initiate an attack from different height levels could be the key to laying the unopposable groundwork that Sarah布莱恩 has the potential to be. Combine this new approach with these canes, and the turnaround is easily yours.



No negative reviews should have been forwarded to the media earlier.

A good, easy-to-set-up answer is the *adults-and-children* answer (4).



After a quick break-in, the Imperialist & Anti-Slavery men had won...

A myriad of possible combinations are on the cards, but see [this paragraph](#).

... We've decided to go for a simple hybrid combination attack.

See them at [Best Buy](#).

## JACKY BRYANT

The most popular character of Virtua Fighter 2 was Jacky Bryant, who earned himself many fans due to his ease of use and power. In the Japanese VF tournament which helped shape the scenario for Virtua, he was trounced by Liu and Sarah players, so AKA have boosted what he's best at (ease of use and power) for the sequel. The result is a player who all too often becomes super-cheesy in the hands of the VF novice. This is because attacks of such power can be activated so easily that even some experts have trouble against him.

Another irritating factor about

Jacky is the fact that his pounce attack (up+P) is the fastest of all the fighters and the simplest knock-down can be followed up effectively with this frustrating technique.

Of course, all of this is pretty good news if you're a Jacky player.

However, if ever you want to learn to use him properly, you really want to make use of the available range of combos at his disposal. Like Kain, Jacky can rely on both staggers and flairs in order to pull off some exceptionally damaging techniques. Unfortunately, he relies pretty much on a small range of moves to do this. For a staggering, it's the elbow move (Forward+P) or the side-kick (down/forward+K) and for combos it's nearly always the ubiquitous knee (Forward+K).

The combinations we've set out below show off both of these types of combo and are essential reading for all Jacky players. The sad tragedy about this fighter is that regardless of how good you are at combat and what-have-you, in the end you really need to resort to cheese in order to get anywhere with him (when you're playing in the big leagues).



Like Kain, the elbow (Forward+P) is great for staggering opponents.



This leaves the opponent wide open to a flattening knee (Forward+K).



It's simplicity itself to follow up with a backflip (Back/up+K).



The knee (or punt; down+K) produces a very sensitive foot, when used as a counter.



Follow this with two easy hits activated by using a simple PK combo.



You even get a nice spinning roundhouse kick the bargain.



Or just... There's that knee (Forward+K) being used to float an opponent.



Look! A single patch catches the fire while they're in the air.



And you can get a Multi-Pop (back/up+K) in as well for ultimate damage!

# Tips

## X-MEN: CHILDREN OF THE ATOM

It's possible to start the game up in its original arcade mode, complete with the original messages. To do this, hold A, C and Start on Controller 2 when you start the game up. Keep them held and the arcade start up screen will appear, followed by the "Insert Coin" message. The L button inserts another credit and the R button acts like "Start" in the arcade.

**CAPCOM**

(Above) Press and hold the A, C and Start buttons on pad 2 now...



CHILDREN OF THE ATOM  
© 1995 CAPCOM CO., LTD.  
CARTON: THI & KID FIGHTERS ENTERTAINMENT  
MUSIC: THE NAMCO MUSIC ASSOCIATION  
VERSION: REV. 1.0  
REPRODUCED UNDER LICENSE  
FROM THI & KID ENTERTAINMENT GROUP INC.  
THI & KID ENTERTAINMENT GROUP INC.

...and after this screen starts start-up screen you'll get the "Insert Coin" message. This isn't great, honestly.

**CAPCOM**

If you've had a hard time getting this lovely artwork Capcom throws in Saturn X-Men, use the cheat above to get it every time you play!

## HANG ON GP '96

These cheats lets you access a few of the extra features in the game which would normally require playing the game. (High Access Extended Courses—Go to the option screen, highlight "Game Start" and press B. Now press the shoulder buttons in this order: R, E, L, R, E, R. A beep noise will let you know that the courses are available.)

Free Time Trials—Highlight "Time Trial" on the main menu and press right, Left, Up, Down. A beep noise will let you know that you can now have "Free" time when in TimeTrial mode.

Access Hidden Bike—Once you have collected the five extra bikes by winning the three extended courses, get a lap time of under 29 seconds on the Long Albatross Cliff Road track. The silver bonus bike should be added to your collection.



When on title screen, press Right, Left, Up, Down, Z and you'll be able to time trial for as long as you want (40%).



Come to this screen, press R, and then press L, L, R, L, L to get more courses.

## DARIUS

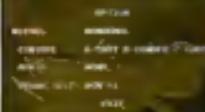
These cheats should be performed on the title screen with "Game Start" and "Option".

For a special "Abnormal" difficulty, hold X and press Z, C, L, B, Left, R, L. Go to the option screen to find the new setting.

For lots of credits, nine actually press X, A, L, R, Left, then hold L and press X, C, Z, A, Right, Right. Start the game and each player will have these nine credits.



## DARIUS



On the left you can see "Abnormal" difficulty selected, and above you can see that both players have got plenty of credits. If you're playing in one-player mode, use up your nine credits, then continue as player 2.

## VIRTUA FIGHTER 2

To make the staggering letters on the name entry screen do strange things, follow these directions. All of the buttons should be held as soon as you complete the game or lose in Ranking Mode and kept held through the "How Loading..." screen. Letters right like Shun - Hold Up, A and Z until the entry screen appears. Underwater Name Entry - Hold Y and I until the screen appears. Letters right like Duke - Hold L, R, Y and Z until the screen appears.



1'24"26 EDD JACKY



Here the letter 'A' is fighting like Shun (it's performing the G+G power) and here it's Duke countering a punch.



Hold the buttons before  
this screen appears to get  
the letters to fight back.



## TOH SHIN DEN S

To access the free camera view, pause a game at any time, and go to the options screen. Highlight "Exit" and press the L and R buttons at the same time. The "Please message will disappear and you'll now be able to control the camera.

- D-pad - Move camera
- A - Rotate left
- B - Rotate right
- Y - Zoom in
- Z - Zoom out.



When you get to this  
screen, highlight "Exit"  
and press L and R.



Not only is it possible to summon the Virtua Bird to fly around a fight, it's possible to make it lift your player off the screen! To make it do this, play through the game in one-player mode until you reach Jacky's stage, then press X, Y and Z on both controllers to call the bird. Now lose the final round with a Ring Out and as soon as you fall out the ring, hold Up, Keep holding Up until the Game Over message appears and the bird will carry you away! It definitely works with Jacky or Duke, and it occasionally works with other characters.



Call the bird in one-player  
mode, then fall out the ring  
to get the message below.



If you keep holding Up, the bird will pick your character up  
and carry them off the screen, just like it is with Jacky here.



YOU LOSE

## RAYMAN

How am I every good at the game by this cheat out? It's probably harder to do than actually completing the game.

For no continue - Pause the game, press Left and release it, then press and hold A then C, then release them in the same order. Then press and hold Z, L and Up in that order, then release them in the same order. Then press and hold R, Y and Up in that order, then release them in the same order. Then pause.



When the game's paused,  
follow the instructions  
above to get extra  
continues. Personally, I'd  
rather run out of lives and  
play RTS instead.



x10



# OUT NOW

## GAME of the month

BY	ACCLAIM
PRICE	£39.99
RATING	★★★★

# X-MEN

While Japanese audiences were treated to the finished copies of *X-men* over three months ago, UK gameplayers were subjected the uncreditedness of Acclaim entertainment. In fact, we weren't expecting to see this title in the shops until June, at the very earliest. So to suddenly bring the game forward by around four months means that this top title has retained a rather low-key release; that, don't let that put you off. Aside from *Virtua Fighter 2*, this is the best beat 'em up to appear on the Saturn, even though it hasn't managed to break into the top ten sales.

Where *X-men* games have been somewhat guilty in the past of not representing their comic and cartoon counterparts (that is to say and away the best conversion of *Wolverine* and co. to date) and if you're an arcade fan, there's no doubt that you'll recognise it, as it's also an arcade title - luckily an arcade conversion it measures up considerably well too. In fact, there's very little difference between this and the original arcade game, but that's probably because Capcom the developers of the original arcade title were also responsible for the conversion. Now, you'd expect the Japanese conversion to be pretty spot on just as a matter of course, but Capcom have also done a brilliant job on the PAL conversion too. The European game runs at exactly the same speed as its Japanese counterpart and comes equipped with full-screen play too.

However, it's not just a good game because the conversion is up-to-scratch. Nope, the gameplay itself should be enough to get any beat 'em up fan foam rolling at the mouth. In addition to a whole host of *X-men* characters to choose from, there's literally millions of special moves to learn and of course, the opportunity to master the zat-kat combo. And, as you'd expect from the beat 'em up kings, the moves are truly spectacular. And, as you'd expect from the graphics are of top-notch quality and bundled together this makes for an excellent package - perhaps not quite as impressive as Sega's own *Virtua Fighter 2*, but as all beat 'em ups go, this is in a class of its own. An essential buy.



This shot demonstrates the demonstrating the importance of sequence which demonstrates features such as the energy drain.

Super abilities are very good indeed. And make you look big and clever. Human's is hard to do because his Super is weak.

OUT NOW

# NFL Quarterback Club '96

BY	ACCLAIM
PRICE	£39.99
RATING	★★★

It's taken an absolute age for an American football game to appear on the Saturn, but you can guarantee that as soon as this is in the shops there will be an absolute deluge of footie games to follow in the next couple of months. But, for now, NFL has the steel over everything else. Which actually is no bad thing, although it doesn't enjoy the "big name" attraction of titles such as John Madden; it's a pretty good representation of American football. As were the Megadrive and 32X versions of a couple of months ago. Luckily though, the Saturn version looks and feels very different from its little 16-bit cousin's efforts - there's loads of camera angles to choose from, some rather nifty cheeze graphics and of course, screens upon screen of "real" footballing information. In fact, it would seem initially that Quarterback Club is a night on perfect representation of tank footie. And, for the most part it is. But it does suffer from a few misgivings.

Probably the most prominent irritation factor comes from the CPU's tendency to predict your passes for you, resulting in gameplay that's rather more tending than it should be. But, in multi-player mode, this feature becomes redundant, and as you'd expect, this is the best way to play the game.

On the whole, although Quarterback Club is, for the most part, a jacked-up glorified 16-bit title, it's still an essential buy for anyone who's into American football. While it doesn't really expand on the game genre, unless you want to dust off your Megadrive every time you fancy a bit of John Madden, it really is the only option.



It's the first American football game on the Saturn and it's pretty damn fine.



Expect to see plenty of other American football games appearing in the near future.

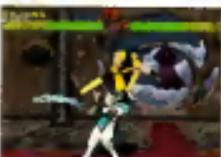


# Mortal Kombat II

BY	ACCLAIM
PRICE	£44.99
RATING	★★



Please take our advice and give up this bizarre MK 2 ultimate whilst giving the Shredder treatment to this issue.



Oh dear, oh double dear with cherries on top. The non-appearance of MKII on the Saturn has been something of an enigma, but luckily, all is settled with its appearance this month. In fact, this works in two ways - fans of the MK series will now be able to rush out and buy the title, although when they actually come to play the game, they may find it very shocking indeed.

Unfortunately this has nothing to do with the copious amounts of gore in the game. Even less so do with the head snapping, spine snapping moves either. It's more to do with the fact that this is absolutely appalling. When we reviewed the game back in the very first issue of SEGA SATURN MAGAZINE, we were informed (after our review) that the game was set to be released and was being taken back to the drawing board for some essential alterations. By this we thought that Probeabahn meant that they were intending to add the finishing touches to their game. But, what they've actually done is make the game much worse than any of the versions even on cartridge format. Yep, gone are the fluid beats of perky gear replaced instead by cartoners, jittery gameplay. For a start, the sound surely the bone of CD gaming is absolutely appalling, and the loading time borders on the tragic - in fact, the entire title suffers from chronic slowdown.

If ever there was a title that eclipsed the current MM bashdash, this is it. A more whining, fragile grandad did suffice conversion you'd be hard pushed to find. The fact that this doesn't even measure up to a cartridge title should tell its utter inadequacy.

**OUT NOW**

BY	SEGA	ACCLAIM
PRICE	£29.99	
RATING	★★★	

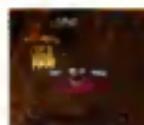
Ah, now this is more like it. Even though Darius may look like a coin-op that was squeezed out of the wrong end of the eighties, it's easily one of the most playable games of this month. Money then, that this four-minute shooter should feature fish. Yes, fish, but, although fish are generally quite placid creatures (apart from Piranhas, of course), in this game, they're quite the most vicious beasts that mankind has ever had to face. But don't let that put you off, because that's the exact joy of playing *Darius*. There's literally millions of monsters to mow down, most of which appear on screen at once, and even though there's a rather glaring lack of the think dimension in the gameplay, the graphics and challenge are extremely superior and should provide a superb play for all shoot 'em up fans.

With six levels in all plus a difficulty level that really will challenge all standards of gamers, *Darius* is the perfect choice for anyone who's into pure gameplay. As long as you're not going to moan that it's not using the Saturn's full potential that is.

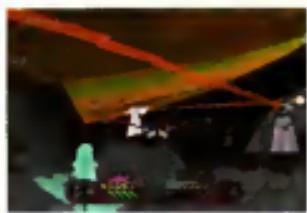
# Darius



BY	PRO	
PRICE	£29.99	
RATING	★★	



That was it, son, it was, and then it suddenly crept into the hot market exceedingly well. Bargain bracket, indeed!



# TITAN WARS

After a lack of shoot 'em ups at the time of the Saturn's launch, a few more seem to wheedle their way on to the machine each month, although we've yet to see one of any substantial proportion.

Basically your objective in this game is to fly about in your little try ship, mega-titting valleys and the like, and shooting lots to break up the monotony. There's also plenty of nice FMV interludes the cheesiness of which has not been seen since the days of 'Iron Cat Alley' on the mega CD.

In fact, 'Mega CD' sums this title up very well if you need further evidence to support this theory; just take a look at the SD or even the animation on the ship.

It's a shame that equal amounts of effort weren't ploughed into both the FMV sequences and the gameplay as the best hasn't been made of either part to warrant either extended play or a purchase of the title.

BY	SEGA	
PRICE	£29.99	
RATING	★★★	

Released in the late months of last year to a rather apathetic Japanese audience, *Hang On* didn't exactly generate the excitement that Sega hoped it would. The most obvious reason for this, is while the arcade version of *Hang On* was probably one of the most popular arcade titles of the last decade, the Saturn "conversion" is unfortunately nothing like the coin-op everyone goes all nutty-eyed over.

What's there in its place isn't awful by any means - the action provides a playable enough racer although almost every feature is lackluster in one department or another. For instance, while the graphics have a decent amount of variety the motorbike looks nothing like the real thing, has hexagonal wheels and very little thought put into its appearance. And the gameplay whilst almost reproducing the effects of a motorbike sim feels almost dead in the water - there's no weight to the bike and the controls are just way too sensitive.

Of course, if it wasn't for the appearance of the heavyweight Sega Rally, *Hang On* may have just about chugged its way on to a decent sales performance but with such excellent titles already out there, there's no real room for another racer that's not up to scratch.

# HANG ON



*Hang On*, it's an dream machine unfortunately.



**OUT NOW**

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WRETCH FIGHTER 2	£39.99	*****

# CD FILMS/MUSIC

To play any of these titles, you'll need a video camera, coding box. See your retailer for more details.



## WET WET WE END UP PART ONE

BY POLYGRAM PRICE £14.99 RATING \*\*\*

Given you're going to consider buying this if you're already a Cillebrated Wet's fan, so you don't want us to sit here denigrating your fine band and their lack of any real songwriting or performing ability. Well tough it's, because that's what you're going to get. The sooner this band of perfectious "we're real musicians, honest" call it a day the happier we'll all be. In fact, I have a theory that the extreme crime rate in Wet's native Glasgow is directly proportional to the number of Wet's records sold. The only saving grace is that the inimitable Love Is All Around has been deleted and as such does not appear on this VCD.



## QUIGLEY DOWN UNDER

BY POLYGRAM PRICE £14.99 RATING \*\*

This actually did quite well when it hit the cinema, despite the rather shabby feel. Instead Australia will get a big excruciatingly overblown re-release of the movie with lots of comedy-resonance thing with lots of essentially good-natured shootouts and fist fights. In fact, it's not unlike a feature-length 19th Century Australian episode of *MacGyver*, with a bigger *Take*. Anyway, it's not all that bad, and the escuding is surprisingly good, but it's too rapid to really support fifteen quid worth of outlay. This is now powered by the depressingly now-ubiquitous "inimitable" as you say. On mid-way through the performances. Although admittedly there isn't a lot of music... — Tim



## THIS IS VIDEO CLASH

BY ORINEDIA PRICE £14.99 RATING \*\*\*

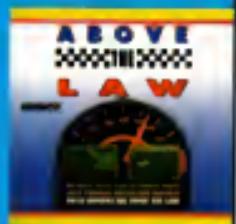
Quite some contrast from the WWW. "Greatest of" is this hodge-podge VCD not intended to cash in on the current in-superiority of punk of all, although it'll much rather use a cyclical punk revival than a snobbish post-punk music-for-sake-regga Video CD any day. Anyways, for your money This Is Video Clash penetrates you with all the Clash's hits. Which, sadly for people who like getting lots of things for little money, is only eight tracks. But they're eight classics, kids, much better than all that rubbish in the charts etc etc. Basically if you share musical tastes with your dad or think Green Day are dead-dead rock 'n' roll you'll probably appreciate a brother's off this.



## ABOVE THE LAW

BY CD VISION PRICE £22.99 RATING \*

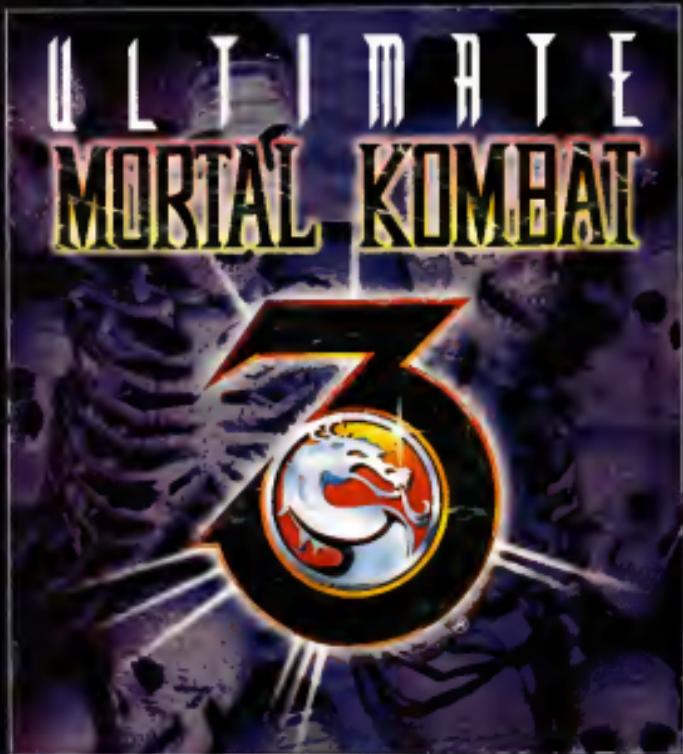
Mostly decent CD or the intent is Above the Law, brought to you by the same nose behind *Madame Ghoul* - Real Death Sequence of the Road. It's another of those cobbled-together banquets of chapter clips, this time from the wacky world of various motor racing fatalities. Watch them roll their trucks, fly off their bikes and smash cars into the maw of little tiny pieces - all without a single being seriously hurt (it says here). Well that's missing the point - well that's missing the point - because you want to see people getting seriously hurt. Sadly we can't recommend this thanks to it's abysmally low body count. And the awful commentary. And the fact it's awful.



# next Month

## DESTRUCTION DERBY REVIEW!

Oh you lucky lucky readers you. Next month (finally) sees the review of Destruction Derby! Yes, we knew it's taken ages, but it's finally finished! And that's not all - there'll be loads more Saturn coverage inside the mag, including LOADED and full reviews of MORTAL KOMBAT 3, DARK-STALKERS, DEFCON 5 and EURO 96. You'd be an obvious fool to miss it. So don't, or people will point at you in the street laughing "Fee! Fee!" until you are eventually driven to suicide.



SEGA SATURN MAGAZINE ISSUE 7. OUT APRIL 24th.

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AMERICA, EUROPE: £14  
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#### DISTRIBUTION: BBC PICTURES PRINTING: COOPER CLEARY AND SPOTTSWOODE BALLANTYNE

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DOLBY SURROUND  
TO TEST ALL SOFTWARE



A screenshot showing the GEAX logo, which consists of the letters 'GEAX' in a stylized, blocky font. The letters are primarily orange and yellow, with some purple and blue highlights, set against a dark background.

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hefty, rumpfian glow.

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**Platinum Selling Novelty "Album: Choice Gold Award  
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**Figure 10.** Effect of  $\text{Ca}^{2+}$  on the  $\text{Mg}^{2+}$ -induced increase in the phosphorylation rate of  $\text{IgM}$  Fc receptors by  $\text{Mg}^{2+}$ -dependent protein kinase C. The phosphorylation rate of IgM Fc receptors was measured as described in Figure 1. The reaction mixture contained  $1 \mu\text{g}$  IgM Fc receptor,  $10 \mu\text{M}$  ATP,  $10 \mu\text{M}$   $\text{MgCl}_2$ ,  $10 \mu\text{M}$   $\text{CaCl}_2$ , and  $10 \mu\text{M}$  protein kinase C- $\alpha$ . The reaction mixture was incubated at  $30^\circ\text{C}$  for 10 min. The reaction was stopped by adding 10  $\mu\text{l}$  of ice-cold reaction stop solution. The reaction mixture was then analyzed by SDS-PAGE and autoradiography.



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